BATTLECATS®

TALES OF VALDERIA

LONDON - GOLDSMITH - STOTZ - JIMENO - CAMELO - ATAGUN
VILLARREAL - PRADA - TEKINO - GONZALEZ - SANTAOLALLA - ZAPATA

MAD CAVE®

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BATTLECATS®

TALES OF VALDERIA

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Letter From The Creator

I fell in love with storytelling by watching movies, reading comics, and playing video games in the late 80's. Fantasy was a habit, something to look forward to every night to escape the daily routine. When I later discovered Japanese animation, my fate was sealed. I began to daydream a lot, thinking about fantasy worlds and coming up with mesmerizing characters that would be the perfect heroes for my own stories. But as I grew older, I drifted away from that and into something different, into what was expected of me. Life was good, even though I was doing the complete opposite of creative writing. That formed a void, a huge "What If?". Until one day when I stopped for a moment and decided to make my dreams a reality. Concepts and ideas were one thing, but to actually develop them is an entirely different animal.

I wanted to be certain, but I needed reassurance from the one person I trust the most, my wife Laura (I call her "Cat" by the way). If it wasn't for her, you probably wouldn't be reading this letter and Mad Cave wouldn't be around today producing all of these crazy concepts. Her motivation, support, and advice were what started Mad Cave Studios. Once the decision had been made, the next logical step was to get the right people onboard. Talented people, fans of the medium that could work with ideas and shape them into something tangible. After many trials and tribulations, the team is finally in sync and we have been sailing uncharted waters ever since.

Now, you might be thinking "Why cats?" Well, I've always regarded cats as fascinating and beautiful creatures. So why not develop a story about these beautiful animals and take it further? With so many influences from the past and so many childhood memories, this could be a story worthy of exploring for myself and especially fans of the medium. It began with a simple concept, designed like a video game from the 80's. Three cats going through space destroying their enemies. But as we began to dig deeper, the three cats in space became five and the setting became a medieval fantasy world filled with color, danger, adventure, and so much more...

If not for the wonderful team at Mad Cave Studios pouring their passion into this fan's dream, these cats would never have been given life. Yes, the Battlecats were my idea, but it was my colleagues that really made these felines roar. You know who you are. My only aspiration with the Battlecats Universe is that Kelthan, Kaleera, Mekkar, Vaela, and Zorien entertain you with their adventures across the world of Valderia for years to come. Battlecats is much more than a story, it's a journey. I hope that you love reading about the characters and Valderia as much as we loved creating it.

- Mark London

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I

GENERAL SAI

VIKAL CREST, THE PRIDELANDS. C.Y. 98.

SIRE, I CAME AS SOON AS I HEARD.

MAY I ASK WHAT HAPPENED?

DUTY, HONOR, AND LOYALTY HAVE BEEN LOST, NATHARIEN.

SIRE?

ARE THOSE NOT THE **MANDATES** THE LION GOD EXPECTS US TO UPHOLD?

INDEED, MY KING. AND YET--

A CONJURER SUPREME **RIPPED** THEM AWAY FROM US...

HEALER'S EDGE, ARKHOVIA.

"...AND THREATENED EVERYTHING I'VE SWORN TO PROTECT.

BROTHERS AND SISTERS...

...GAZE UPON THE HEALING LIGHT.

A SYMBOL OF REVELATION TO ALL ARKHOVIANS...

...MEANT TO REPLENISH THE SPIRIT OF ANY FELINE INJURED DURING THE PERILOUS SEASON OF ***RORINHAL***.

BUT IT CAN BE USED FOR SO MUCH MORE!

ERAMAD TRIVIALIZES ARKHOVIA'S POTENTIAL!

"HE DESECRATED ONE OF VALDERIA'S MOST PRECIOUS RESOURCES...

"...AND TURNED THE HEALING LIGHT OF ARKHOVIA...

"...INTO A TOOL OF DARKNESS.

"HE AMUSED HIMSELF WITH THEIR DEATHS--

"--A SADISTIC DISPLAY OF POWER--

"ONLY TO PROVE HIMSELF CAPABLE OF GIVING THEM UNNATURAL LIVES.

"HE CALLS HIMSELF THE SKELETON LORD."

A NECROMANCER...

HOW IS THIS POSSIBLE?

BALANCE IS EVERYTHING, YOUR HIGHNESS.

ARKHOVIAN HEALERS HARNESS THE LIGHT FOR ITS CURATIVE PROPERTIES...

HOWEVER, **PURE EVIL** CAN SOMETIMES HAVE THE OPPOSITE EFFECT.

TWO SIDES OF THE SAME COIN.

HE HAD TO BE STOPPED BEFORE HE BROUGHT DOWN THE REST OF ARKHOVIA.

I KNOW, NATHARIEN...

...THAT IS WHY I SENT THE MOST DECORATED FELINE IN VALDERIAN HISTORY TO STOP HIM.

THE SHORES OF IL-SHAVAAR.

GENERAL SAI, WHAT ARE YOUR ORDERS?

WE RETREAT AND SAIL WEST TO BLACKSTONE'S BORDER WITH GREENSPYRE.

IT IS THE ENTRY POINT TO THE **SKELETON MAZE.**

RETREAT? THE ENTIRE FLEET, GENERAL?

NO. JUST US. THE OTHERS WILL REMAIN HERE AND DECIMATE THE UMBRA RAIDERS.

BUT THE SOLDIERS--

THEY ARE WELL TRAINED AND CAPABLE OF PROTECTING VALDERIA.

THIS ORDER COMES **DIRECTLY** FROM KING ERAMAD.

"SAI OBEYED WITHOUT QUESTION.

"EVEN IF IT WAS AGAINST HIS BETTER JUDGMENT..."

...THE GENERAL NEVER FAILED ME.

HIS DEVOTION...

...UNWAVERING.

THE IDEAL ENFORCER OF THE CROWN.

A SYMBOL OF WHAT THE MANDATES EXPECT FROM ALL OF US.

I SHOULD HAVE NEVER SENT HIM AFTER THE SKELETON LORD ALONE.

I SHOULD HAVE GONE INTO BATTLE WITH HIM.

DO NOT BLAME YOURSELF, MY KING.

THE GENERAL UNDERSTOOD THE RISKS WHEN HE SWORE HIS ALLEGIANCE TO THE CROWN.

"INDEED, NATHARIEN.

"HE KNEW THEM QUITE WELL.

REMAIN WITH THE CREW.

GENERAL, WE CAN HELP!

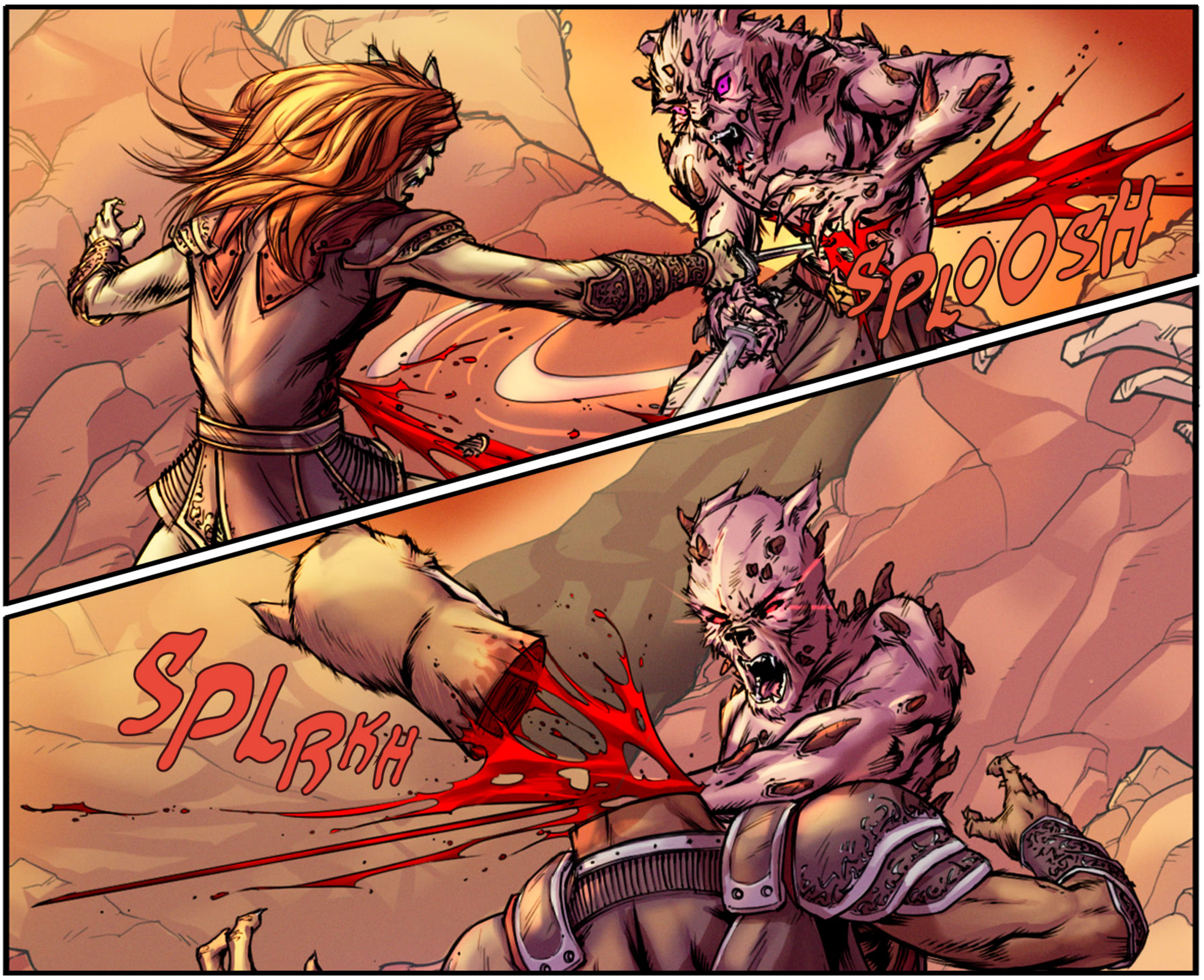
THE SKELETON MAZE. BLACKSTONE.

"AS DID THE SOLDIERS HE COMMANDED...

VERY WELL. FOR ERAMAD.

FOR ERAMAD.

"THEY CHERISHED HIM FOR THE VIRTUES HE UPHELD."


SPLOOSH
SPLRKH

THUNK

SO, ERAMAD HAS SENT YOU TO FACE ME IN HIS PLACE?
HA! VALDERIA HAS A COWARD WEARING THE CROWN!

IN THE NAME OF KING ERAMAD I, I COMMAND YOU TO SURRENDER!

YOU'RE AS DELUSIONAL AS THE KING YOU SERVE.

DIE!!

FWOOSH

SWIISH

SWOOSH

FOR THE KING!

CRACK

"IN THE END, THE STRENGTH OF ARKHOVIAN MAGIC PROVED TOO GREAT FOR EVEN THE MOST EXCEPTIONAL FELINE IN VALDERIA..."

THAT IS WHY VALDERIA NEEDS A **GROUP OF FELINES** TO PROTECT IT.

ONE WARRIOR TO REPRESENT EACH REGION. ONLY THE MOST CAPABLE WILL DO.

SEND WORD TO RAUTAN--

I MUST SPEAK WITH HIM AT ONCE.

YES, MY LIEGE.

SAI WAS BETTER THAN ALL OF US.

A DEVOTED SOLDIER...A FRIEND...

HERE LIES THE GREATEST GENERAL IN VALDERIA'S HISTORY.

SAI

B.C.Y. 81 -- C.Y. 98

HERO OF LEGEND.

HE DESERVES MORE FOR WHAT HE'S DONE FOR VALDERIA.

HE DESERVES A TEMPLE.

A PLACE FOR FELINES TO SHOW GRATITUDE AND FOR **HEROES OF LEGEND** TO REST FOR ETERNITY.

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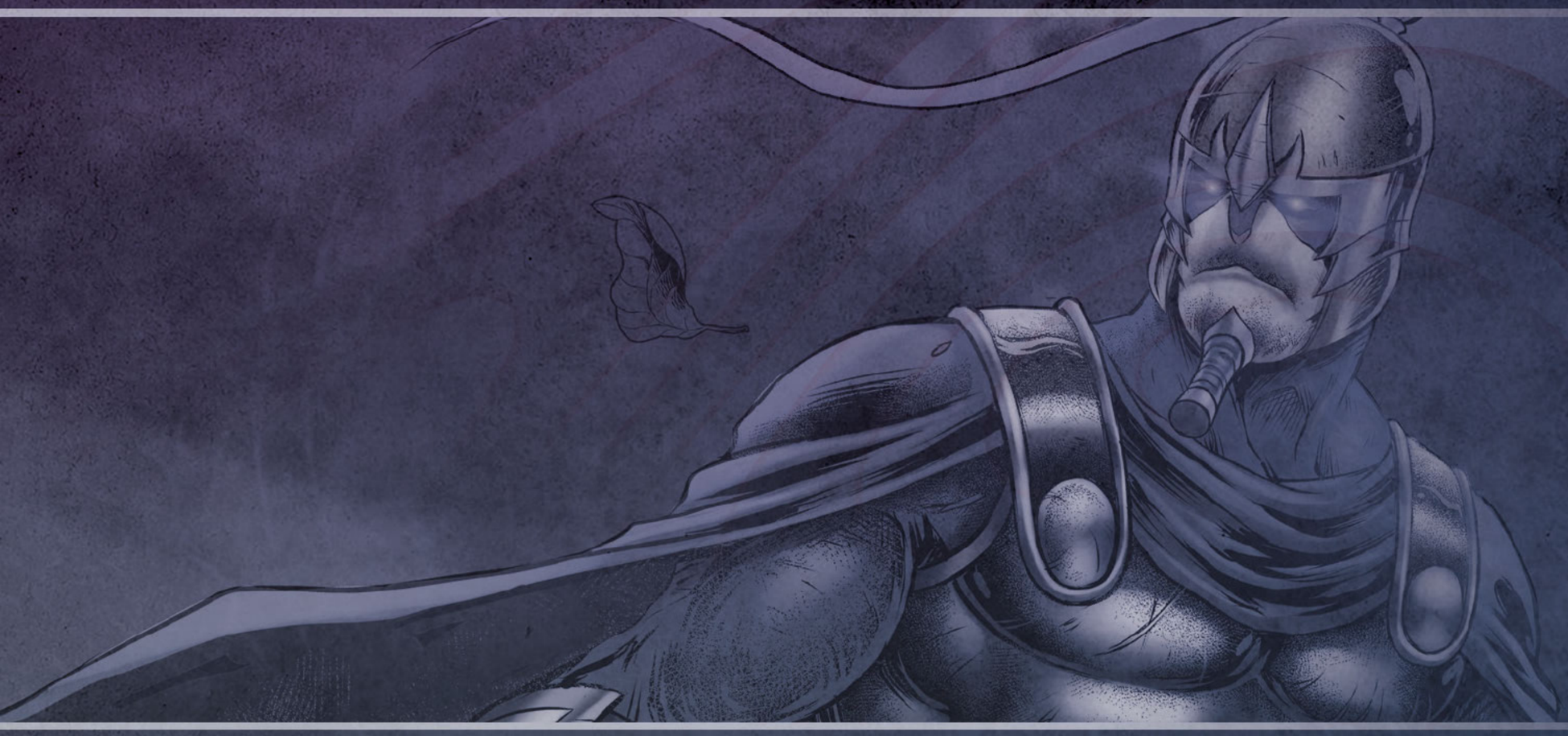
II

GOADAR



FANGHELM,
THE PRIDELANDS.
353 C.Y.

I write these words during a time of great change...

A time in which Valderia requires a strong leader to become what the Lion God envisioned--

A kingdom far greater than my ancestor, Eramad I, ever dreamed of.

It is what the Lion God desires... it is what the felines deserve.

I know I am not that leader.

I have failed Valderia. Failed the crown...

I never truly realized the realities of this world.

A world that requires the strength of a warrior.

I was meant to be a beacon of hope and guidance in the darkness...

Instead, I chased foolishly after selfish ideals and abandoned what was most important.

If you learn from my past and perform your duties with excellence...

...Valderia will flourish.

They have never gazed upon me with the same love that they so willingly deliver to you.

I have never been a warrior.

Valderia has always thought of me as a coward...

This will be exemplified after my exile.

GOA-DAR!

GOA-DAR!

GOA-DAR!

GOA-DAR!

GOA-DAR!

GOA-DAR!

Take care of the kingdom, Goadar. Do what you must to protect it and do not waste your time searching for me...

I have already made peace with my fate.

Where I go now will be my final resting place.

THE ROYAL CHAMBER.
FANGHELM.

...Farewell,

~King Eramad II.

THAT'S ALL?

A PIECE OF PARCHMENT?

DID HE SAY ANYTHING TO YOU BEFORE HE LEFT?

NOT A WORD. HE WAS A PROUD KING UNTIL THE VERY END.

THIS IS UNPRECEDENTED. WE AREN'T PREPARED FOR THIS.

WHAT DO WE DO NOW, NATE?

THERE IS NOT MUCH WE CAN DO BESIDES BIDE OUR TIME UNTIL A NEW HEIR IS BORN.

UNTIL THEN, AS LEADER OF THE BATTLECATS, YOU MUST FILL THE VOID THE KING LEFT BEHIND.

IRIAM,
IL-SHAVAAR.
TEN YEARS LATER...

AND SO HE DID.

GOADAR BECAME THE LEADER VALDERIA HOPED FOR.

FLANK LEFT!

FLANK RIGHT! TAKE THEM ALL!

FOR THE KING!

THE KING? THE KING IS DEAD.

IT DOESN'T MATTER! WE FIGHT IN HIS NAME!

AYE!

THUD

THUD

THUD

THUD

THUD

BY TEGEI-- WARRIOR OF THE HAMMER...

YOU HAVE SAVED US ALL.

THANK YOU, ***GOADAR THE GREAT.***

STAND, MONK. WE ARE NOT KINGS.

"THE GREAT?"

ENOUGH, KREA.

LET'S CONTINUE FORWARD, VALDERIA NEEDS OUR STRENGTH.

THE ANFIL,
STORMHOLT.

GOADAR AND HIS BATTLECATS CONTINUED THEIR MARCH ACROSS VALDERIA IN SEARCH OF BATTLE...

HUNTERIAN,
GREENSPYRE.

...IN ORDER TO REASSURE THE FELINES THAT, EVEN WITHOUT A KING TO PROTECT THEM...

RUNEHEART,
ARKHOVIA.

...THEY COULD SLEEP SOUNDLY AT NOCT BECAUSE THEY WERE DOING THEIR PART.

GANDOLINE,
BLACKSTONE.

GOADAR WAS LOOKED AT AS A SAVIOR...HE SEEMED INVINCIBLE.

FANGHELM.
15 YEARS LATER.

BUT EVENTUALLY, HE WAS FORCED TO DEAL WITH THE AWAKENING OF A DARK CREATURE...

WE ARE GETTING NOWHERE, NATE!

UNTIL A FELINE WITH A MANE IS BORN, THERE IS NO RIGHTFUL HEIR TO THE THRONE...

...AND THE PERPETUAL STATE OF VIOLENCE --*RORINCLAW*-- IS INEVITABLE.

ARRGH

THEN WE HAVE NO CHOICE...

WE SHINE A LIGHT BRIGHT ENOUGH TO OVERCOME THE DARKNESS.

ARE YOU WITH ME, BATTLE-CATS?

HERE, HERE!

HERE, HERE!

HERE, HERE!

YOUR CHARISMA IS INTOXICATING, GOADAR.

WE COULD USE MORE OF THAT...

IT'S WHAT OUR KING WOULD'VE WANTED.

GOADAR!

WHAT IS IT, GENERAL?

THE FIRE FIEND!

IT'S RESURFACED...

...AND HEADING STRAIGHT FOR BLACKSTONE!

BATTLECATS!

IT HAS BEEN AN HONOR TO SERVE WITH YOU ALL OF THESE YEARS!

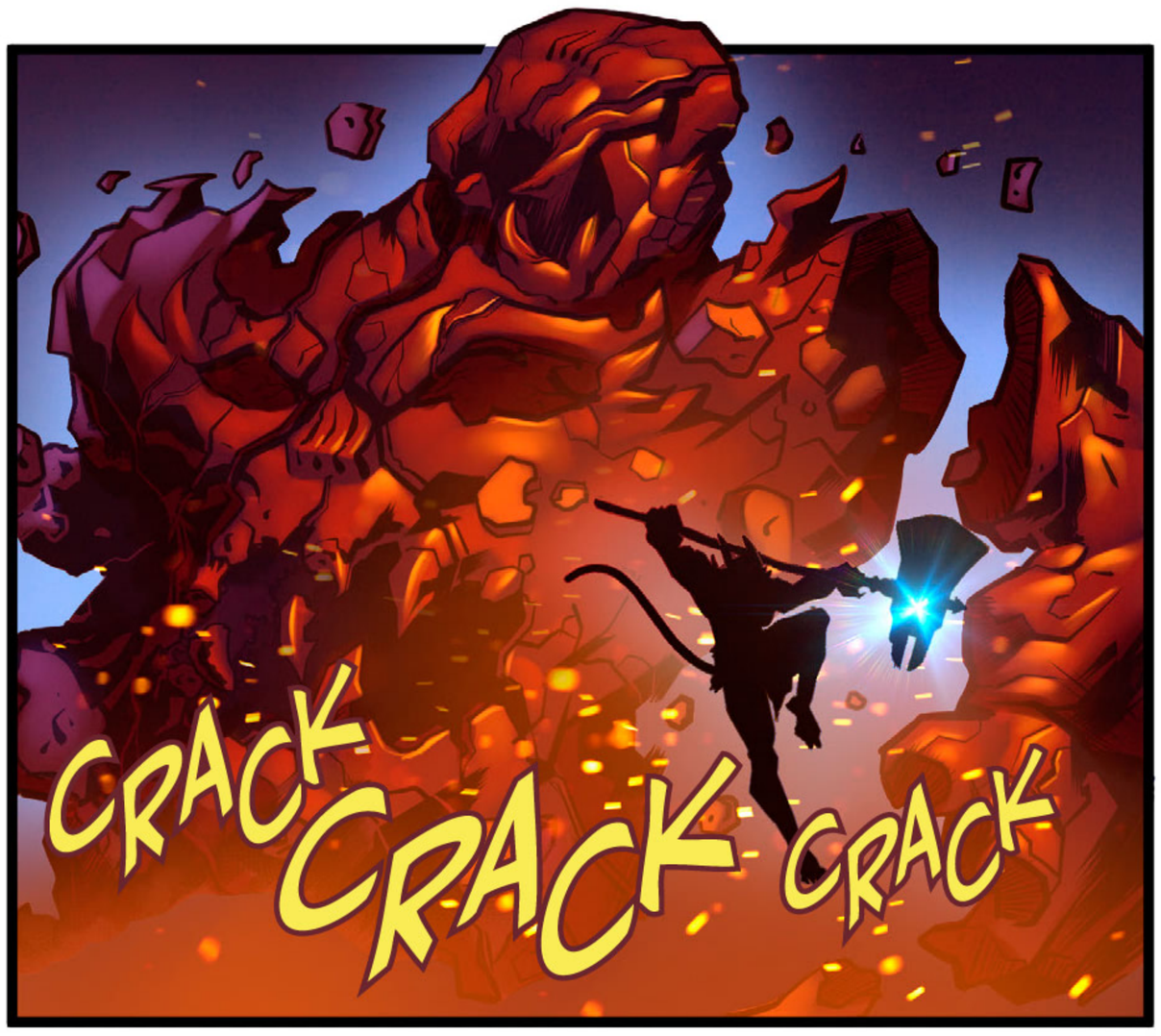
WHAT ARE YOU DOING?!

BATTLECATS ARE NOT MEANT TO LIVE LONG LIVES!

BUT WE WILL LIVE ON IN THE HEARTS OF VALDERIANS FOR ALL OF ETERNITY!

CLAW FORMATION! NOW!

THOOM


CRACK
CRACK
CRACK

CRUM
VALDERIA!

AND WITH THE FIRE FIEND'S LAST BREATH, ANOTHER BATTLECAT HAD FALLEN.

GOADAR THE GREAT DIED SAVING VALDERIA ONE LAST TIME.

THAT IS THE STORY OF HOW THE GREATEST BLACKSTONIAN IN HISTORY...

...WENT ON TO BE HERALDED AS A HERO OF LEGEND.

UNFORTUNATELY, OUR KING'S FATE WAS NOT AS GLAMOROUS.

ERAMAD II WAS TRANSFORMED INTO A TERRIFYING CREATURE KNOWN ONLY AS...

...THE DIRE BEAST.

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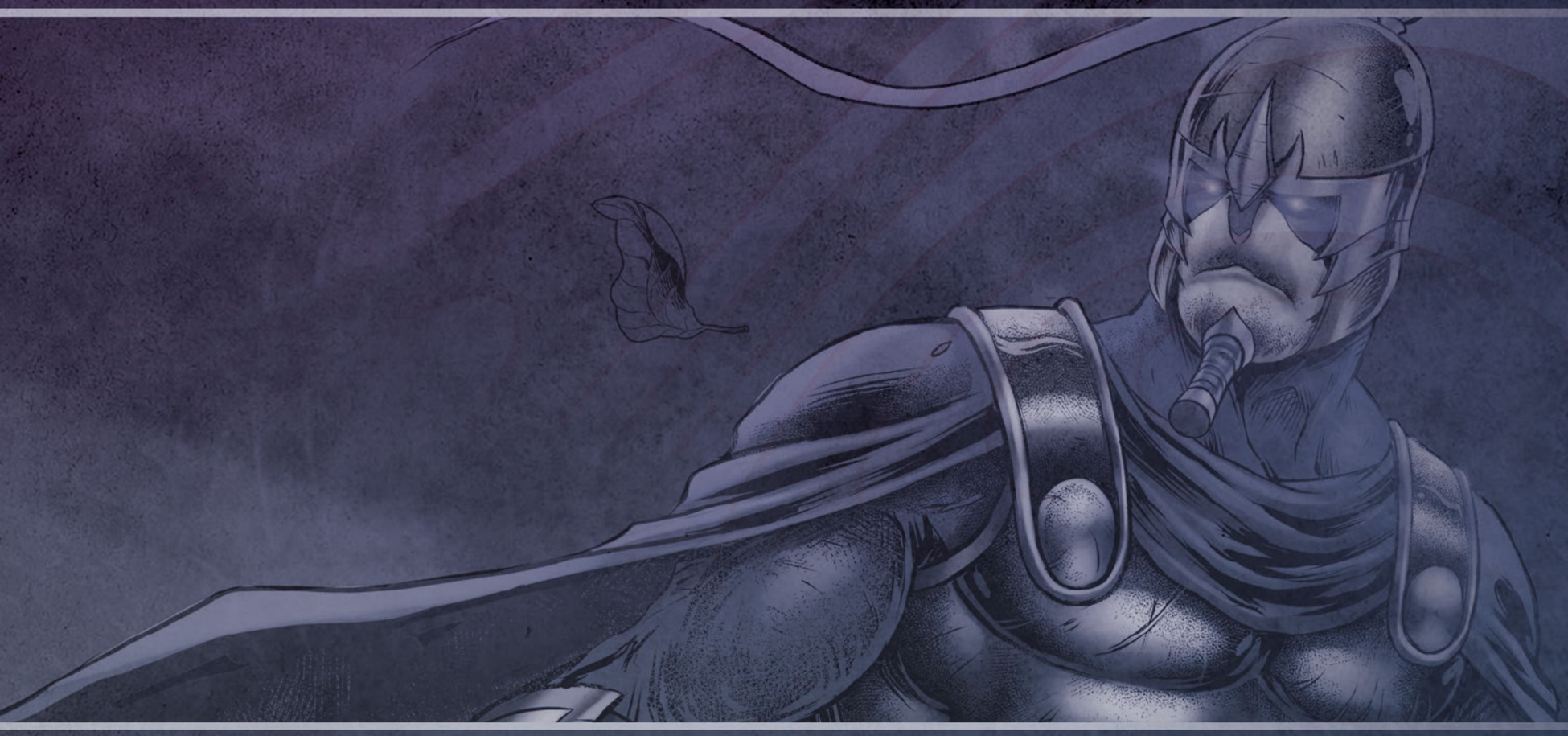

I WOULD WISH YOU LUCK, BUT THERE IS NO SUCH THING, KELTHAN...

ONLY LIFE AND DEATH.

I'M NOT WORRIED. ZAPHYRA WILL GUIDE ME IN THE TRIALS AHEAD.

AH, YES...ZAPHYRA. WHEN SHE IS IN THE SKY, SHE WILL PROVIDE YOU WITH STRENGTH...

BUT ONLY IF YOU LEARN TO ACCEPT HER.

HOWEVER, ON ANY OTHER DAY, WHEN ***ANOTHER MOON*** SHINES BRIGHTLY IN THE SKY, YOU WILL HAVE TO RELY ON YOUR OWN SKILLS.

THE ***MASTER*** HERE WILL PROVIDE YOU WITH THE KNOWLEDGE YOU LACK TO HARNESS HER STRENGTH.

IS HE THE OTHER CANINE THAT CAME WITH YOU AND MYRTHALEN TO GUIDE KING ERAMAD I?

INDEED. ALTHOUGH HIS PURPOSE IN VALDERIA IS FAR DIFFERENT FROM MINE.

WHITE MARSH ISLANDS.
MIDDERNSUN 530 C.Y.

I MERELY PROVIDE THE CUBS; HE IS THE ONE WHO SHAPES THEM.

AND WHO IS THIS YOUNG FELINE, NATHARIEN?

SOMEONE *WORTHY?*

RAHTAN, THIS YOUNG FELINE IS KELTHAN OF STORMHOLT.

=SNIFF--SNIFF=

HMMM...

WHAT DO YOU BELIEVE THE *TRUE* PATH IS FOR VALDERIA?

THE LION GOD AND HIS MANDATES.

GIVE ME A CHANCE, AND I SWEAR TO PROTECT THEM WITH MY LIFE.

IT IS RARE FOR SUCH A YOUNG CUB TO KNOW WHAT HE WANTS.

YES, BUT DOES HE UNDERSTAND WHAT IS EXPECTED OF HIM?

WHAT A BATTLECAT *TRULY* REPRESENTS?

MASTER RAHTAN!

THE KING HAS SUMMONED ME ONCE MORE.

THERE SEEMS TO BE TROUBLE BETWEEN THE BORDER OF ***BLACKSTONE*** AND ***GREENSPYRE***.

UMBRA RAIDERS?

PERHAPS. THE OTHER BATTLECATS SHOULD HAVE MORE INFORMATION.

WELL, IF YOU EVER GET TIRED OF SAVING VALDERIA, WE WILL BE TRAINING YOUR ***REPLACEMENT***.

HA! THEY'LL HAVE TO KILL ME AND PRY THE TITLE FROM MY PAWS.

NATHARIEN, WILL I SEE YOU IN ***FANGHELM*** ONCE I'VE SETTLED THIS MATTER?

INDEED. ***KING ERAMAD*** AWAITS MY RETURN. SAFE TRAVELS TO YOU.

TO YOU AS WELL.

TAKE CARE OF THESE TWO, YOUNG STORMHOLTIAN.

VALADAR IS THE VERY EMBODIMENT OF BRAVERY AND LOYALTY.

THE GREATEST BATTLECAT LEADER VALDERIA HAS ***EVER*** SEEN.

SOMEDAY, YOU COULD BE JUST LIKE HIM, KELTHAN.

BUT FIRST... YOU MUST BE ***BROKEN***.

PAY NO HEED TO HIS RAMBLINGS...

BELIEVE IN ***YOURSELF*** AND YOU WILL BECOME ***GREATER*** THAN VALADAR.

DARNIA AND JERLO HERE WILL SHOW YOU TO YOUR QUARTERS BEFORE DINNER IN THE MESS HALL.

NOW, BID NATHARIEN FAREWELL.

OH...

GOODBYE, NATHARIEN.

FAREWELL, KELTHAN...

FEARLESS YOUNG WARRIOR FROM STORM-HOLT.

DO NOT UNDERESTI-MATE THIS ONE, RAUTAN.

I WON'T, *OLD FRIEND*. I SHALL SEE YOU AGAIN NEXT YEAR.

LATER THAT NOCT...

EXCUSE ME, CAN I JOIN YOU?

DON'T KNOW... CAN YA? HAHA HAHA!

DON'T BE RUDE. HE'S NEW TO THE MARSH.

TAKE A SEAT. WHAT'S YOUR NAME?

KELTHAN. I'M FROM PORT GLADIO. AND YOU ARE?

I AM *ZORIEN* OF DELLEA.

I'M *MEKKAR*, GRANDSON OF *GOADAR* THE GREAT, AND I'M FROM BREDAN!

THAT'S VAELA FROM ROVENIA AND I'M *KALEERA* FROM LAURELVILLE...

...AND WE'RE YOUR COMPETITION!

ACTUALLY... NO, YOU'RE *NOT.*

TALK ABOUT RUDE! WHO DOES THIS NEW CUB THINK HE IS?!

BY DECREE, ALL BATTLECATS MUST EACH HAIL FROM A DIFFERENT REGION OF VALDERIA.

DID YOU KNOW THAT?!

YES. IL-SHAVAARIANS ARE TAUGHT VALDERIAN HISTORY AND LAWS FROM A YOUNG AGE.

THEN WHY'D YOU SAY THAT, GREENY?

I DIDN'T KNOW EITHER...

SO IT'S TRUE, GREENSYPRIANS ONLY CARE ABOUT THE BOW AND ARROW.

WELL, YEAH, KINDA. HEHEHE.

ATTENTION, PROSPECTIVE BATTLECATS!

AT FIRST LIGHT, YOU WILL EACH BE GIVEN A SCROLL SENT FROM *FANGHELM* TO COMPLETE. THE GOAL IS TO SEE WHAT YOU KNOW ABOUT THE HISTORY OF VALDERIA.

FAIL AND YOU WILL BE SENT BACK HOME.

BAH HELP ME! WITH MY FAMILY LEGACY, I CAN'T JUST GO BACK HOME!

WELL, NATHARIEN DID TELL ME EVERYTHING THERE IS TO KNOW ABOUT VALDERIA ON THE WAY HERE.*

*SEE BATTLECATS VOL. 1 ISSUE #4.

PLEASE, TELL US! I BEG OF YOU STORMHOLTIAN I'VE ONLY JUST MET!

YES, KELTHAN! TELL US *EVERY-THING*!

I TOO AM CURIOUS TO HEAR YOUR PERSPEC-TIVE.

THAT MAKES TWO OF US.

VERY WELL, THEN. LISTEN CLOSELY BECAUSE...

...THIS IS THE STORY OF HOW *KINGS AND HEROES* FOREVER MADE A DIFFERENCE.

BEN GOLDSMITH
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MIGUEL A. ZAPATA
Letterer

IV

VALADAR

It has been a rough few days at sea...

... The White Marsh Islands are a great distance from most ports in Valderia.

But when King Eramad gives an order, Battlecats obey. I would die for my king.

It appears there is more than the usual trouble in Blackstone...

Once I have dealt with this nuissance, I can rejoin the Battlecats... and my Ryiah.

SIR, WE HAVE ARRIVED!

BLACKSTONE.
530 C.Y.

530 C.Y.

For now, I must remain patient.

YOU HAVE MY GRATITUDE, GENTLECATS.

I ASSUME ONE EXTRA PIECE EACH WILL TENDER SILENCE ON THE MATTER OF MY TRAVELS...

INDEED, MY LIEGE.

WE ARE CATS TO BE TRUSTED.

I SHOULD HOPE SO.

SAFE TRAVELS.

I have not been to Blackstone since I was a child. The smells are as rich as they are pungent.

There is something remarkable about this place...

The sun seems to shine on it year-round.

I hate it.

However, they are citizens of the kingdom, and so I must protect them. But...

If our enemies stormed our gates, would they be stopped through song? Would we bolster our defenses with empty wine jugs?

KING ERAMAD III!

BOOOO!

BOOOO!

YES, BOO! BOO THE FUN!

IF WE HAVE FUN, THEN THE GODS WILL DAMN US ALL!

BOOOO!

YOUR KING DEMANDS YOU ALL COUNT *BEANS*!

HAHA

YEAH!

HAHA

HAHA

WOOHOO

THE *FELINESSSS* DO NOT DESERVE YOU, VALADAR...

HOW DARE YOU--?

NATHARIEN, HOW CAN WE WORK HARDER?

LET ME LOOK INTO THE ORACLE!

HURRY. I AM NOT WORKING AND I CAN *ALMOST* FEEL THE "FUN" COMING ON.

Blackstonians truly are foul creatures.

HAHAHAHA HAHAHAHA

WHY RISK YOUR LIFE FOR LOWLY *CREATURESSSS* SUCH *ASSSS* THEM?

OH, ORACLE. TELL US HOW TO AVOID THE DANGERS OF WINE AND DANCE...

WHO ARE *YOU*?!

BY BAU!
IT'S VALADAR!
RUN!
My blood boils like a stew over an open flame.
I am furious.
Not at them... but at myself.

Why would the Lion God make Blackstonians such guileless fools?

ARGH!

Focus. The Lion God has a plan...even if it isn't quite clear.

I have wasted too much time here.

I must push forward...

SOMETIMESSS, FATE JUST *NEEDSSSS* A LITTLE...

...NUDGE.

HEY! LOOK OUT, FATTY!

HEY! WHERE'RE YOU GOING?

PARTY'S OVER HERE, YOU WEIRDO!

WHAT'S THE MATTER, BIRCH?

DON'T YOU LIKE TO HAVE FUN?

SNATCH

WE WERE ONLY HAVIN' A BIT OF FUN WITH THE *DAFT* FELLA.

WHY IS HE "DAFT"?

CAT'S DUMBER THAN A BOX OF ROCKS.

CAN BARELY TALK ON ACCOUNT OF HIS ST-ST-STUTT--

CRUNCH

GET HIM!

WAAN

NGGH!

ARGHH!

ACK--

MERCY?

CRACK

MERCY! MERCY!

YOU'LL GET NONE FROM ME.

ARE YOU OKAY?

Y-Y-YES. TH-TH-THANK YOU.

TAKE CARE OF YOURSELF, BIRCH.

PERHAPS WE'LL MEET AGAIN SOMEDAY.

WHAT'S THIS?

VAAALAAADAARR

WHAT DID I JUST SEE?!

THE TRUTH, VALADAR...THE TRUTH.

MARK LONDON
Writer

MAURICIO VILLARREAL
Artist

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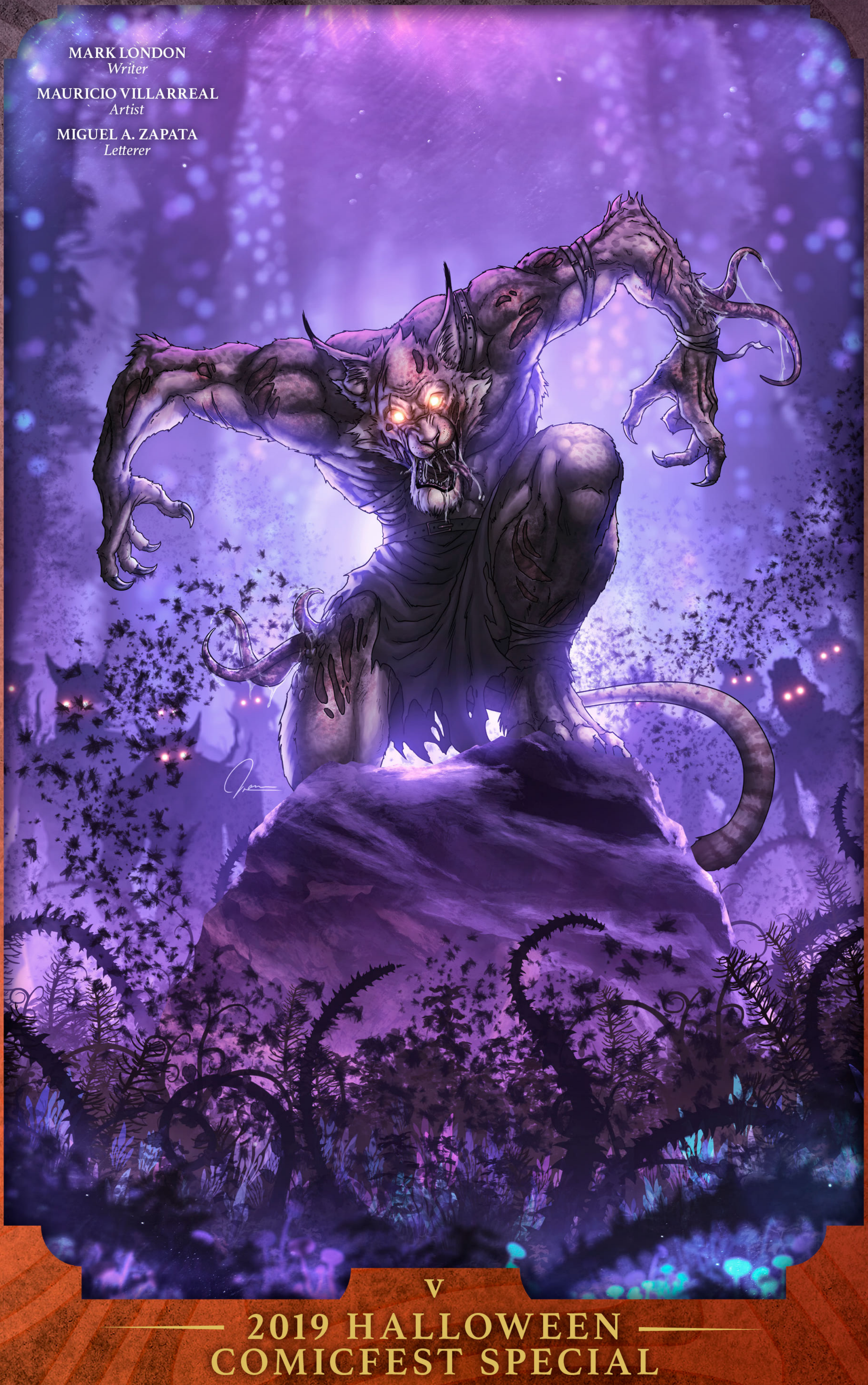

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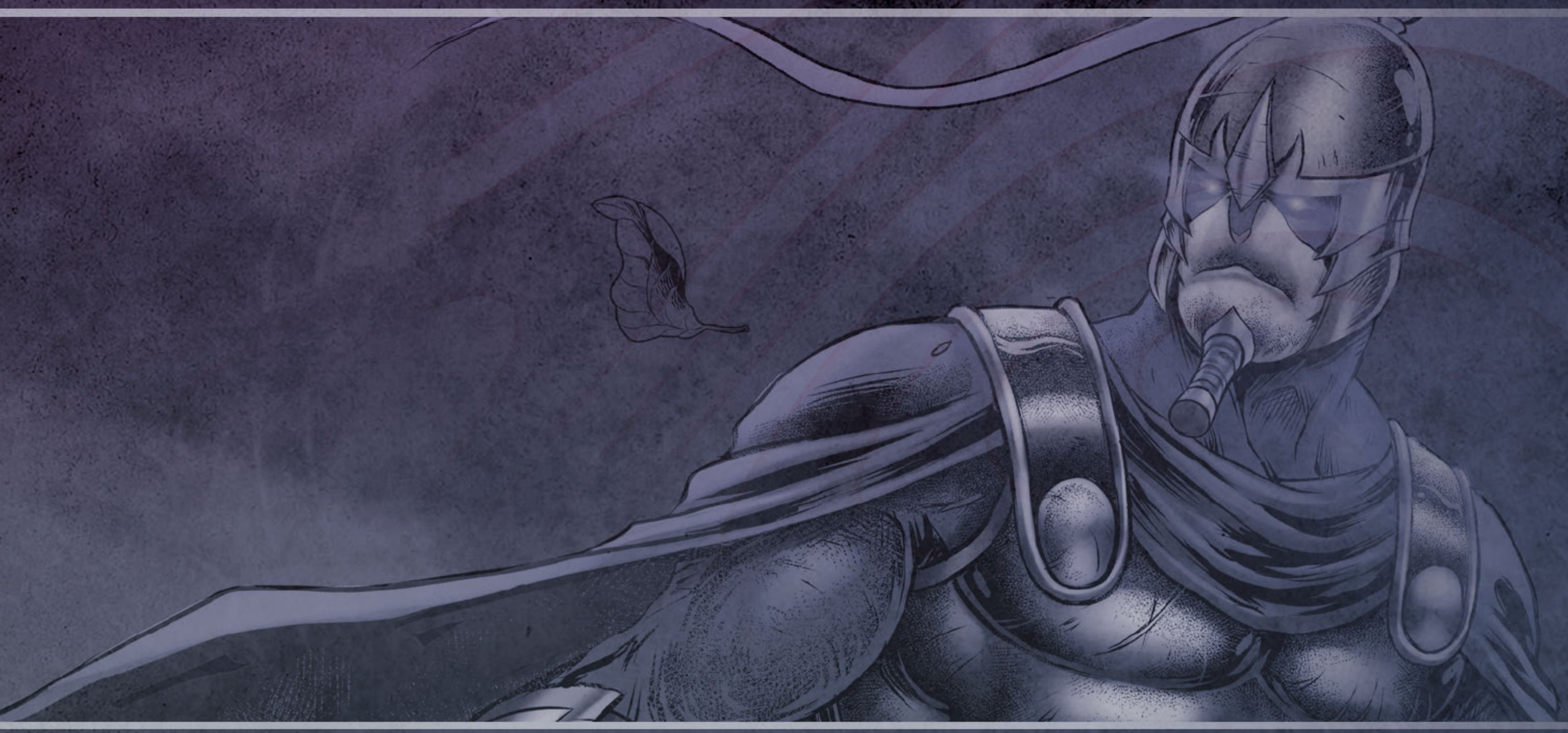


HEALER'S EDGE,
ARKHOVIA.
535 C.Y.

NOOO!

AH, YOU'RE A STRIKING ONE, AREN'T YOU?

SO YOUNG AND SUPPLE.

ONCE YOU GET RID OF THAT THING...

...WE CAN REALLY START HAVING FUN.

SCRASH

STAY STILL. DON'T WANT TO BRUISE YOUR PRETTY--

P-PLEASE--

?

SSSSLLSSSSH!

HRAHHH!

Ryiah of Blackstone.
THE NOCT BLADE.

ARE YOU ALL RIGHT?

YES. TH-THANK YOU.

I CAN'T EVEN IMAGINE WHAT HE AND THE **OTHERS** WOULD'VE DONE TO MY CUB AND I...

OTHERS?

RYIAH!

YOU PICKED THE WRONG DAY TO PLAY HERO, ***BATTLECAT.***

WALK AWAY NOW, AND YOU MAY LEAVE... UNSCATHED.

STUPID OAF. YOU'RE SNIFFING UP THE WRONG TREE.

HA! SUCH CONFIDENCE.

ON SECOND THOUGHT... **KILL HER!**

YARGHH!

STEADY.

BREATHE.

AIM.

AND--

THK

THK

THK

THK

SHE'S SUCH A SHOW OFF...

...I LOVE IT!

SHE IS NOT ALONE!

RUN!

Fayne of Greenspyre. MASTER ARCHER.

CLUNK

N-NO! PLEASE!

SO YOU LIKE TO LAY YOUR FILTHY PAWS ON DEFENSELESS CATS?

Akia of Il-Shavaar.

THE BULWARK.

I WON'T ALLOW IT!

WAAAM

IS THIS THE THREAT WE'RE SUPPOSED TO TAKE CARE OF?

DOESN'T LOOK LIKE IT.

JUST A PACK OF DRUNKS UP TO NO GOOD.

CAREFUL, AKIA. **MES'ARD** TOLD US NOT TO TRUST OUR EYES.

IN THE NAME OF *KING ERAMD III*, SURRENDER OR ELSE.

BATTLECAT-- WE MEANT NO HARM! THE MEAD IT--IT GOT TO OUR HEADS.

AND...

THEY LIE! YOU CAN'T TRUST THEM.

LOOK AT THEM...THEY SEEM NORMAL ENOUGH TO ME.

I DON'T KNOW... SOMETHING FEELS OFF.

VALADAR IS WAITING FOR US IN *ROVENIA*.

HE SHOULD HAVE SOME ANSWERS.

SHOULD'VE LISTENED TO THE ARCHER.

THREE DEAD BATTLECATS WILL GAIN US FAVOR WITH ***MASTER***.

KAAAAAH

AHHHHH!

BY MALVAE... ***NECROMANCY***!

WE SHOULD HAVE LEFT WHILE WE HAD THE CHANCE.

WE STILL HAVE THIS UNDER CONTROL.

AKIA, THE OPENING ACT IS YOURS.

AS YOU WISH.

THOOOM

THOOOM

ARE YOU FOCUSED?

ALWAYS.

LIGHT THEM UP.

YOU MIGHT WANT TO COVER YOUR EARS.

IT'S GOING TO GET LOUD!

TIC

TIC

TIC

BOOOOM

VALADAR WILL MOURN THE LOSS OF HIS BATTLECATS AND VALDERIA WILL BE ***HERS***.

YOU'RE MISTAKEN, NECROMANCER...

...BATTLECATS NEVER MOURN...

WE FIGHT!

SWISHH

HA.

HA HAHA HA.

YOU ARE NO MATCH FOR ME.

WHAT IS HE?

PURE EVIL.

HE'S NOT GOING TO STOP UNTIL WE'RE DEAD.

THEN WE DESTROY HIM FIRST!

THIS IS THE NEXT STEP IN *VALDERIA'S EVOLUTION!*

YAAAH!

CLANG!

MY TURN.

SWOOSH

CRACK

ARGGHH!

AKIA!

WAIT. I'VE GOT THIS.

WHAT'RE YOU DOING?

I CAN STILL FIGHT.

LET ME--

ENGHHH!

YOU TWO, GO.

FIND VALADAR AND TELL HIM WHAT HAPPENED HERE.

AND PLEASE... TELL HIM THAT I LOVE--

ENOUGH!

IF DEATH IS WHAT YOU SEEK, THEN I WILL OBLIGE!

HRARGH!

HRRRGH!

FWASHH!

RWWAAAARRGH!

Mes'ard of Arkhovia.
HIGH CONJURER.
OOOF!
I'VE GOT YOU.
CRASH

WHAT TOOK YOU SO LONG?

MY APOLOGIES. THIS IS HAPPENING ALL ACROSS ARKHOVIA.

IT SEEMS YOU'VE FOUND THE SOURCE.

THE SOURCE OF WHAT?

SOMEONE IS TAMPERING--TWISTING THE ***CURATIVE*** PROPERTIES OF ARKHOVIAN MAGIC FOR THEIR OWN SINISTER AMBIT--

--JUST TELL US HOW TO KILL IT.

IF I AM ABLE TO CONTAIN IT, YOU THREE CAN DESTROY IT.

THAT'S ALL YOU HAD TO SAY.

JUST WAIT FOR MY SIGNAL.

SIGNAL?

AAAARGHH!

THUD!

THAT'S OUR CUE!

YAAARGH!

I DON'T KNOW WHAT YOU'RE DOING, BUT IT'S WORKING.

NNNYAAAGH!

FOR THE KING!

CRUM CRUM CRUM CRACK CRACK CRACK CRUM CRUSH

IN THE END, THE ***DARK PROPERTIES*** OF ARKHOVIAN MAGIC ARE FAR LESS POWERFUL THAN THOSE OF THE LIGHT.

GOOD TO KNOW.

BUT WE STILL DON'T KNOW WHO'S RESPONSIBLE FOR THIS.

FOR NOW, WHAT MATTERS IS THAT THE THREAT WAS TAKEN CARE OF. IF IT HAPPENS AGAIN--

IT WON'T.

Valadar of Stormholt.

TWO-HANDED SAVANT.

THANK THE LION GOD!

I'VE MISSED YOU.

I MISSED YOU TOO, LITTLE BLADE.

WHERE TO NEXT, HANDSOME?

YOO-HOO.
LOVE BIRDS.
WHAT'RE WE DOING STILL STANDING AROUND?
I COULD EAT.
WHAT'S NEW?
IT'S NOT MY FAULT.
IT'S THIS STRONG BODY I WAS BLESSED WITH THAT DEMANDS **CONSTANT** NOURISHMENT.
MEATHEAD.
ROVENIA WAS A DEAD END.
WE SHOULD HEAD FOR FANGHELM TO INFORM THE KING OF WHAT HAPPENED HERE.
VERY WELL, MY LOVE.
I WONDER WHERE HE WILL SEND US NEXT...
SURELY A NEW QUEST AWAITS US.
VALDERIA WILL ***ALWAYS*** NEED ITS BATTLECATS.

HAVE I PLEASED YOU, MASTER?

YESSSS...

...WE HAVE EXPOSED VALADAR'SSSS WEAK POINT.

SOON, RUIN WILL COME TO ERAMAD AND *HISSSS* CHERISHED *BATTLECATSSSS.*

THE END OF THE ERAMAD DYNASTY APPROACHESSSS.

THE LIONBORNE

After countless centuries of battle among the felines, the Lion God was forced to create a warrior that could lead the felines towards a stable existence. And so, Eramad was born -- the first feline with a mane. Known as the first Lionborne, Eramad was born to bring grace and dignity to Valderia.

Appointed by divine right as the King of Valderia, the Lionborne is the protector of the Lion God's mandates that are meant to bring order where there was once chaos. There must always be a Lionborne in Valderia, and when one ceases to exist, a new Lionborne is brought into the world to continue the Eramad legacy.

ERAMAD I

"He was at the center of a remarkable nexus of events in Valderian history. Born in a desperate time and chosen by the Lion God, he struggled at first to overcome his untamable nature. He endured many trials that tested his prowess in battle and rose to become a charismatic leader.

More intelligent than his predecessors, he overcame immense odds when chaos was looming. Nothing mattered more to him than the protection of the realm and the mandates of the Lion God. He took on the seemingly impossible task of uniting Valderia and accomplished something marvelous. By uniting the felines, he brought a much-needed balance to Valderia. I miss you, old friend." – Natharien

ERAMAD II

"Inheriting the throne in a time of relative peace, he built libraries and universities, appointed cartographers, healers, teachers, and historians to develop his empire and embellish his kingdom. This was the golden age of culture in Valderia. However, for all his wisdom, he was trapped by the allure and romance of beauty.

His passion was glory and an insatiable hunger for fame. He would soon realize his priorities were skewed in the wrong direction. Eramad II's vanity had a cost, and Valderia paid the price. By the time he realized his mistake, it was too late. He had failed as a commander and it almost crippled the realm. He lived haunted by shame for his shortcomings until the day he exiled himself from the Pridelands." – Natharien

ERAMAD III

"The warrior king is noble and wise, possessing the best traits of his ancestors. He looks up to Eramad I and values his fighting spirit while understanding the diplomatic intentions of Eramad II. He rules with fairness, ensuring that justice and peace prevail in Valderia. With kindness, wisdom, and generosity, he battles oppression all throughout the land.

He has quelled uprisings through many battles and conquests, once subduing more than 700 felines singlehandedly. Through his acts of chivalry, such as rescuing the less fortunate or slaying dreadful monsters with his mighty sword, he has earned the respect and glory of the felines. With unshakeable conviction, the felines trust their King. Many see him as the second coming of Eramad I." –Natharien

HEROES OF LEGEND

Since the inception of Valderia and the Eramad dynasty, there have been countless felines who have proven themselves in battle. However, there are only a few heroic warriors throughout history that are worthy of being called “Hero of Legend.”

To be given the highest honor in Valderia a feline must have protected the realm from an enemy that threatened Valderia’s very existence. There are currently only three felines in history to ever be honored with this title. Each one is held in the highest esteem, even in death. Each Hero of Legend is memorialized and eventually entombed within the Temple of Virtue near Stormholt City.

GENERAL SAI

The first feline to be given the title is also the most highly-regarded Hero of Legend. As the right hand of King Eramad I, General Sai, from the arid deserts of Il-Shavaar, was able to lead his forces through a deadly ocean of sand known as the "Plains of Silk," and destroy the king's detractors. However, this is not the reason he was enshrined within the Temple of Virtue. When a powerful necromancer resurrected an army of the dead, General Sai was sent to deal with the powerful sorcerer.

Equipped with his legendary and colossal two-handed staff hammer, Skeleton's Bane, he crushed the necromancer and banished him along with his army back to their graves.

GOADAR

The second feline to be granted the title was born in Blackstone. As the leader of the Battlecats during King Eramad II's reign, Goadar did his best to maintain control of Valderia during what is now known as "The Dark Ages."

The Blackstonian adventurer is known for his charisma, musical talents, and rowdy fighting skills. Those attributes, along with his good looks and silver tongue, have turned him into the most iconic and popular Battlecat in Valderian history.

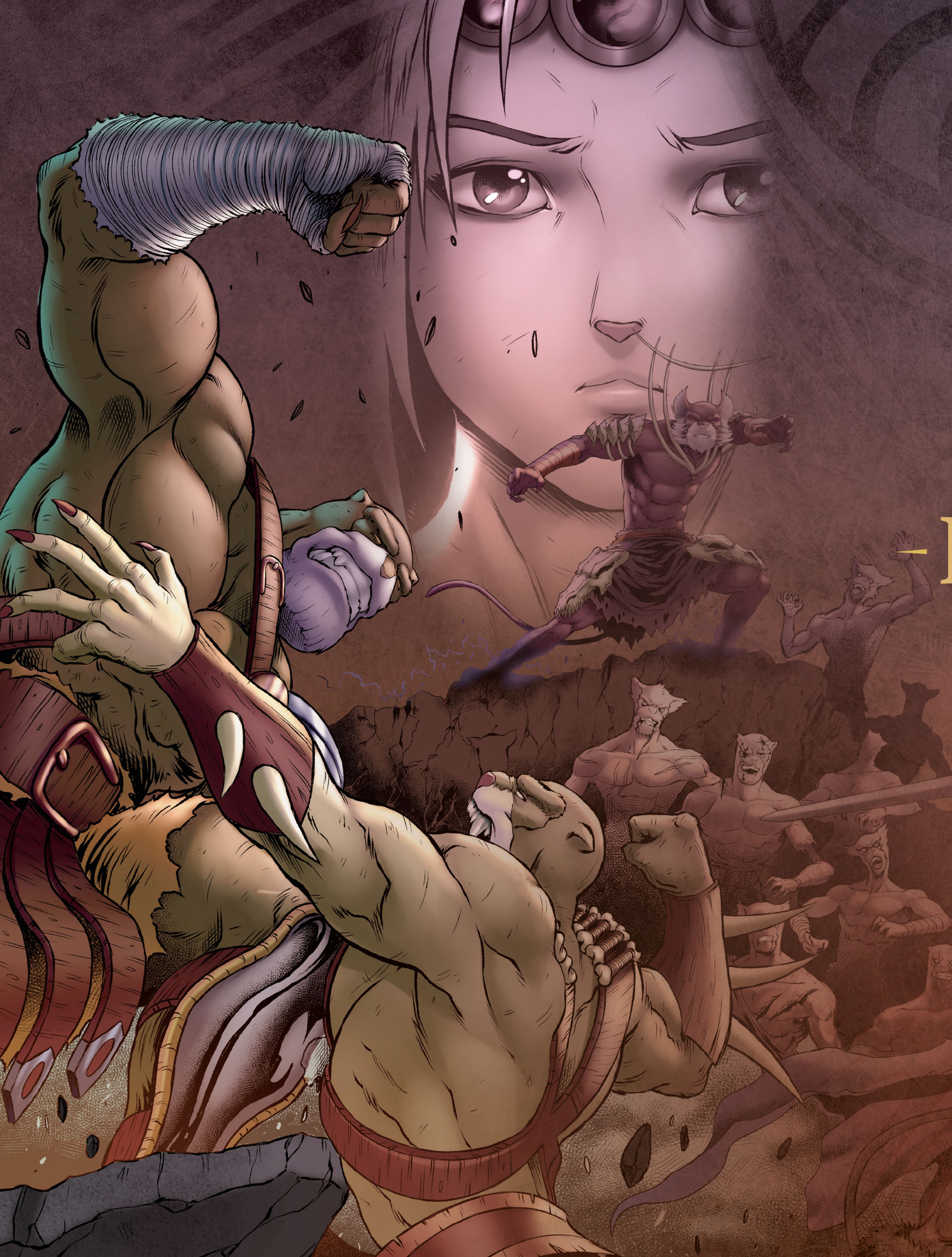
After many generations, the felines of Valderia still honor the courage he demonstrated when he sacrificed himself to defeat his lifelong nemesis, the Fire Fiend, in a glorious ballad referred to as "The Fall of the Fire Fiend."

KELTHAN

Kelthan is the third feline to be honored with the title Hero of Legend. He was already the highly respected leader of the Battlecats when Eramad III entrusted him with a dangerous mission.

Kelthan was tasked with traveling to the mystical region of Arkhovia and confronting the evil Noct Maiden who had been using her dark magic to slowly transform the felines of Arkhovia into mindless subjects. Kelthan struggled to destroy her and her evil brood, nearly losing his life in the process. But, in the end, he emerged victorious.

Now, his tomb in the Temple of Virtue lies empty, awaiting the day that Valderians mourn the loss of their only living legend.



-BATTLECATS-

The Battlecats' purpose is to protect the King, Valderia, and the mandates of the Lion God. They are the saviors of Valderia. It was King Eramad I who declared: "The Battlecats must consist of one feline from each region of Valderia."

It is up to Natharien to travel Valderia and find young cubs for Master Rautan to train at the White Marsh Islands. However, a feline is only asked to represent their region in the Battlecats once their predecessor is no longer capable of fulfilling their duties. Until the Kingdom calls their names, hopeful trainees join the Battlecats Reserve Force, acting as private bodyguards, knights, or even mercenaries.

KELTHAN

Born in the frozen region of Stormholt, Kelthan is the youngest feline ever to be appointed leader of the Battlecats. He is devoted to protecting the realm of Valderia and the mandates of the Lion God. Nothing can stand in the way of Kelthan and his convictions. As long as he wields his mighty claymore, Zaphyra's Wrath, he is unstoppable.

Did you know? Kelthan is the only living *Hero of Legend*; a title given to only two other felines throughout Valderian history.

Origin:
Stormholt

Rival:
Valadar

Worships:
Zaphyra

Weapon:
Zaphyra's Wrath

KALEERA

Kaleera is an acrobatic young feline with exceptional agility and balance from the forest region of Greenspyre. She is the Battlecats' tactical scout and sharpshooter. Her legendary precision with a bow and arrow, along with her dangerous hand-to-hand combat skills, make her capable of besting any opponent. She is not to be taken lightly.

Did you know? Kaleera was actually a member of the Battlecats Reserve Force, but through unorthodox means, she was promoted to the Battlecats ahead of time.

Origin:
Greenspyre

Worships:
Malvae

Rival:
Gheeta

Weapon:
Bow and Arrow

ZORIEN

The most physically imposing Battlecat is also the most spiritual. Zorien was shaped by the desert sands of Il-Shavaar. He uses his immense strength in battle, but it is his mental discipline that allows him to watch over and protect his teammates with such conviction. Known to despise violence, he accepts that it can serve a greater purpose.

Did you know? Zorien's prized weapon, Skeleton's Bane, belonged to the first *Hero of Legend,* General Sai. Only the greatest Il-Shavaarian warriors may wield this weapon.

Origin:
Il-Shavaar

Worships:
Tegei

Rival:
Eltoreq

Weapon:
Skeleton's Bane

VAELA

The magic wielder of the Battlecats was born in the mystical region of Arkhovia and her ancestry is tied to Valderia itself. Besides being able to heal others through magic, Vaela is able to manipulate Shadow, a magical spirit, as a weapon in battle thanks to her connection to the Lion God. The youngest Battlecat of the group, she is also the most trusting and naive.

Did you Know? Vaela bears *The Mark of the Fang*, a gift originally bestowed upon Eramad I by the Lion God in order to protect Valderia.

Origin:
Arkhovia

Worships:
Luno

Rival:
Jarnoch

Weapon:
Shadow

MEKKAR

The proud feline from Blackstone is the most impulsive and unapologetic of the Battlecats. Mekkar is a master of the mace and shield, a weapon combination that perfectly symbolizes his balance between offense and defense in battle. Like all Blackstonians, he is an artist at heart but hides his compassion behind his witty personality.

Did you know? Mekkar's grandfather is none other than Goadar the Great: a *Hero of Legend* and the most celebrated Battlecat who ever served Valderia.

Origin:
Blackstone

Worships:
Bau

Rival:
Birch

Weapon:
Mace and Shield

- DARKATS -

The Darkats carry a message from the one they believe is the true god of Valderia, the Lizard God. They are his generals, destroyers, and crusaders. Together, the Darkats will bring the menace of the Lizard God to Valderia so that the felines may indulge in their instinctual desires to battle. Brought together by Valadar and his disgust with the Eramad dynasty, most members of the Darkats were once part of the Battlecats Reserve Force, but their lives took a much different path after meeting Valadar.

VALADAR

As leader of the Darkats, Valadar has been plotting against King Ermad III from deep within the Blood Canyons. He is consumed by chaos and mayhem. His goal is to destroy the Lion God's mandates and overthrow the Eramad dynasty in order for the felines of Valderia to succumb to their primitive nature and accept the Lizard God.

Did you know? Valadar was once the leader of the Battlecats. He was expected to be crowned a Hero of Legend until the day he turned his back on the Lion God.

Origin:
Stormholt

Worships:
The Lizard God

Rival:
King Eramad III

Weapon:
Vaseere

GHEETA

Unpredictable and prone to violent outbursts, it is difficult to know what Gheeta will do at any given moment. Aroused by the sight and smell of blood, her rapid-fire crossbow is capable of clearing entire areas in a matter of seconds. Though she lacks the usual finesse of a Greenspyrian, she makes up for it with pure brutality.

Did you know? Gheeta was chosen to be a Battlecat, but through questionable circumstances, her position was given to her mortal enemy; Kaleera.

Origin:
Greenspyre

Worships:
The Lizard God

Rival:
Kaleera

Weapon:
Ashwood Repeater Crossbow

ELTOREQ

Eltoreq is Valadar's most trusted disciple. He is a powerful combatant and masterful tactician on the battlefield. Though he is loyal to Valadar, the ruthless Il-Shavaarian is merely an astute opportunist waiting for the moment he can seize control of the Darkats and pursue his own vision of the future. His true skill lies in his deception.

Did you know? Though he is from the peaceful region of Il-Shavaar, he believes that brute force is the best way to achieve his goals.

Origin:
Il-Shavaar

Worships:
The Lizard God

Rival:
Zorien

Weapon:
Flail Staff

JARNOCH

Jarnoch is the only Arkhovian known to not disperse any light. Obsessed with death, he has devoted his life to the study of necromancy. His decision to join Valadar in his war against the Lion God and the Eramad dynasty caused Jarnoch to cast aside any morality he had left. In his mind, as a Necromancer, he could not pass up an opportunity to learn more about the God of Death.

Did you know? Jarnoch is able to communicate with the dead. It is also believed he can breathe life into the fallen.

Origin:
Arkhovia

Worships:
The Lizard God

Rival:
Vaela

Weapon:
Dark Magic

BIRCH

With his animalistic nature, Birch brings shame to the artistic culture of Blackstone. Because he tarnishes what Blackstone represents, Blackstonians tried to have him executed as a young feline. They failed. He was saved by Valadar and remains loyal to him by being the ideal realization of Valadar's vision for Valderia.

Did you know? Birch is usually slow, stammering, and peaceful. But when he is antagonized, he becomes an unstoppable force of nature that no single feline can contain.

Origin:
Blackstone

Worships:
The Lizard God

Rival:
Mekkar

Weapon:
Brute Force

VALDERIAN HISTORY

Darkness surrounded a vast and empty world until a powerful energy erupted from a claw-shaped meteorite and struck the land. This event, known as the One Divide, ignited a brilliant spark of light that banished the darkness in an instant. The potential for life had been sowed and wonderful colors emerged, filling the cosmos like a ball of fire. Temperatures increased rapidly and the landscape was molded into diverse terrains. The felines eventually rose to their feet as they took control over the land. This spiritual event gave birth to what would one day become the world of Valderia.

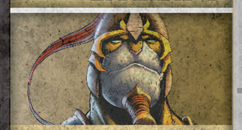
ORIGINS

BEFORE CONQUERING YEAR

7777	7070	4092	2700	61	81	7
THE ONE DIVIDE	HAIRLESS CATS	FIGHTING WITH WEAPONS	NOMADIC TRIBES FOUGHT ONE ANOTHER ENDLESSLY	BIRTH OF ERAMAD I	ERAMAD I'S REIGN IN STORMHOLT BEGINS	ERAMAD DEFEATS THE UMBRA RAIDERS AT UMBRANIER

ERAMAD I

0 — 20 — 94


GENERAL SAI

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NATHARIEN

MYRTHALEN

RAUTAN

ERAMAD II

GOADAR

ERAMAD III

VALADAR

KELTHAN

REIGN OF ERAMAD I

	UNIFICATION OF VALDERIA BEGINS	SOCIETIES BEGIN TO FORM	THE SIEGE OF STORMHOLT	GENERAL SAI DIES DEFEATING THE SKELETON LORD	THE BATTLECATS ARE FORMED AS AN INSTITUTION	FANGHELM IS BUILT AND THE UNIFICATION OF VALDERIA IS COMPLETE
CONQUERING YEAR	0	37	42	98	100	148
ERAMAD I	101	138	143	199	201	249 ERAMAD I DIES
GENERAL SAI	74	111	116	172 GENERAL SAI DIES		
NATHARIEN	635 NATHARIEN ARRIVES	672	677	733	735	783
MYRTHALEN	211	248	253	309	311	359
RAUTAN	295	332	337	393	395	443
ERAMAD II						
GOADAR						
ERAMAD III						
VALADAR						
KELTHAN						

REIGN OF ERAMAD II

BIRTH OF ERAMAD II

ERAMAD II OVERSEES THE EXPANSION OF CITIES

THE CITY OF BARDEON IS RAZED BY THE FIRE FIEND AND THE UMBRA RAIDERS RISE FROM THE ASHES

THE DARK AGES BEGIN AND GOADAR DEFEATS THE UMBRA RAIDERS

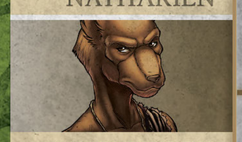
CONQUERING YEAR

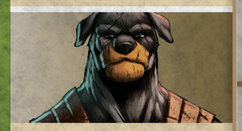
149 | 208 | 300 | 353

ERAMAD I

GENERAL SAI

NATHARIEN


MYRTHALEN


RAUTAN

ERAMAD II

GOADAR

ERAMAD III

VALADAR

KELTHAN

784 | 843 | 935 | 988

360 | 419 | 511 | 564

444 | 503 | 595 | 648

0 | 59 | 151 | 204 — ERAMAD II EXILES HIMSELF

25 — GOADAR THE GREAT BECOMES LEADER OF THE BATTLECATS | 78

REIGN OF ERAMAD III

CONQUERING YEAR	378	379	399	530	539	540	541	550
	GOADAR DIES DEFEATING THE FIRE FIEND	BIRTH OF ERAMAD III	GOADAR DEFEATS THE FIRE FIEND ERAMAD III GOES TO THE WHITE MARSH ISLANDS	KELTHAN IS RECRUITED AND BEGINS HIS BATTLECAT TRAINING AT THE WHITE MARSH ISLANDS	VALADAR BETRAYS THE KING AND VALDERIA	KELTHAN BECOMES THE LEADER OF THE BATTLECATS	KELTHAN DEFEATS THE NOCT MAIDEN AT THE SKELETON MAZE	KELTHAN AND THE BATTLECATS CONFRONT THE LEGENDARY DIRE BEAST
ERAMAD I		635	672	677	733	735	783	783
GENERAL SAI		211	248	253	309	311	359	359
NATHARIEN		295	332	337	393	395	443	443
MYRTHALEN								
RAUTAN								
ERAMAD II	103							
GOADAR	GOADAR DIES	0	20	151	160	161	162	171
ERAMAD III								
VALADAR			18	149	158	159	160	169
KELTHAN			VALADAR BECOMES LEADER OF THE BATTLECATS	7	16	17	18	27

VALDERIAN CALENDAR

Before Eramad I, Valderia had no direction and chaos ruled the land. The days seemed endless, and the felines were nothing but mindless savages whose only urge was to dominate the battlefield. This went on for millennia until something wondrous occurred; The Lion God sent Natharien and two others to aid Eramad in his struggle for peace and unification.

Natharien would guide the new warrior king by providing him with the tools necessary for the felines to excel as their maker intended; one of those tools being the The Valderian Calendar. A system that would bring balance to Valderia allowing the felines to live by certain guidelines that would keep them from devolving to their more primitive selves.

Every day in Valderia
has six moments:

MORN - MIDMORN
FED - MIDFED
NOCT - MIDNOCT

MORN

MIDMORN

FED

MIDFED

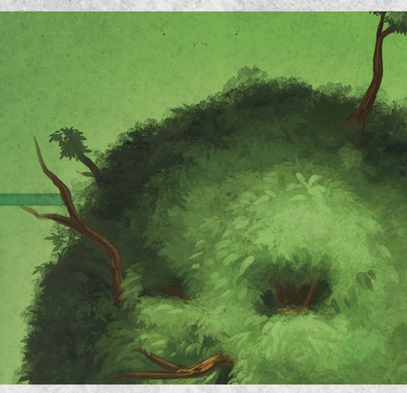
NOCT

MIDNOCT

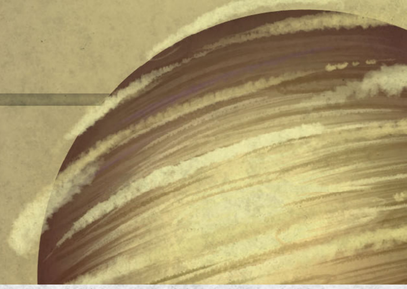
Every day in Valderia has a corresponding moon that dominates the sky. There are a total of five moons, one for each day of the week, that represent the Moon Warriors.

ZAPHYRA

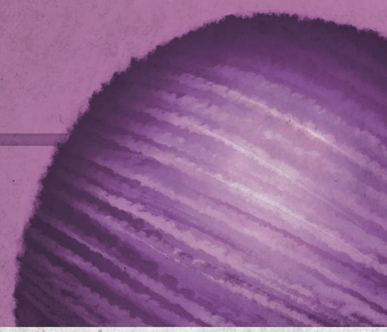
MALVAE



TEGEI



LUNO



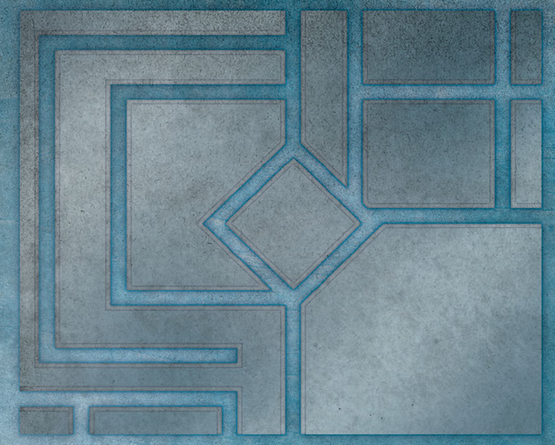
BAU

One year is equal to 240 days, or 48 weeks, that make up the four seasons of Valderia.

MOURNEVE

40 DAYS

Mourneve is a time to rebuild after the prolonged season of Rorinhal. Prey becomes scarcer and many felines are forced into thievery as a result.



REMEMBRANCE

40 DAYS

The weather becomes milder as Remembrance begins to fill the air with healing properties of Arkhovian magic. Using this magic, Valderia slowly begins to heal itself from the damage done during Rorinhal.

A brilliant light floods the Kingdom as Valderia is blanketed in vibrant colors during Middernsun. During this time, every region has never seemed more beautiful. Now is the time that felines across Valderia celebrate the many blessings bestowed upon them by the Lion God.

40 DAYS

MIDDERNSUN

The landscape across Valderia changes from the vibrant colors of Middernsun to a foreboding crimson red causing the leaves to look like fire falling from the sky. Rorinhal is the time of year when felines indulge in their most basic instinct. This is an intense time of battle in Valderia and cities across the Kingdom are forced to prepare for the oncoming savagery of Rorinhal.

120 DAYS

RORINHAL

GODS

The Creators. The Eternal Spirits. The Gods are rulers of everything that exists in the universe. With their vast wisdom and immeasurable power, they influence the fate of millions of lifeforms.

Over millennia they have remained civil, choosing to not interfere with each other's territory and allowing one another to rule over their own creations. Still, a power struggle exists between them for the worship and adoration of their creations. However, war is always looming, not just for Valderia, but for the entire cosmos.

LION GOD

The benevolent and good-natured Lion God is the Creator of life on Valderia. The felines are His will made flesh. The message He delivered to His children has produced a civilization where balance is only achieved by bringing order to the conflict.

His followers obey a strict moral code and follow one Lionborne appointed by Divine Right as King. As instructed by the Lion God, the King is meant to protect and guide his courageous warriors through impossible odds.

LIZARD GOD

The God of Death knows that all existence has a beginning and an end. For followers of the Lizard God, death must be granted to their foes with extreme prejudice. In death, those souls will find their way to the Lizard God's domain where he hopes to tip the scales of balance in his favor.

He is always waiting for the perfect moment to strike. Temptation is one of his greatest weapons, forcing others to accept their inner turmoil and give in to their primal instincts.

MOON WARRIORS

By the Lion God's infinite grace, five Moon Warriors were appointed as guardians of Valderia. These cosmic beings represent the extraordinary abilities and unique cultures that define each of the feline inhabitants across the regions of Valderia. Every noct brings a new moon to bathe the Valderia in light and, depending on which moon is shining, the corresponding region's felines will be empowered until the following moon rises.

ZAPHYRA

◆ *Warrior of the Sword* ◆

Representing purity of heart, justice, and loyalty, her two-handed claymore, Zaphyra's Wrath; can only be wielded by the greatest of warriors in Stormholt. Those who worship Zaphyra are righteous above all else. Her honor and bravery are what guide the hands of all who swing a blade in her name across the battlefield.

MALVAE

◆ *Warrior of the Bow and Arrow* ◆

Forever vigilant, Malvae is a warrior capable of scanning the battlefield with incomparable accuracy and defeating his enemies with a swift strike. His outstanding hand-to-hand combat abilities have influenced generations of combatants from the verdant region of Greenspyre, all of whom live by the "Code of the Notched Arrow."

TEGEI

◆ *Warrior of the Hammer* ◆

Known for his endurance and devotion, Tegei's worshippers are honorable, resilient, and, when all else fails, fierce. The felines of Il-Shavaar are very protective of their own and refuse to surrender in battle. The only thing that can match the resolve Tegei has provided his followers is the physical strength that every Il-Shavaarian is born with.

LUNO

◆ *Warrior of the Light* ◆

Nurturer of the fallen, she aids her comrades in battle through the prosperity of her healing magic. Her spirit carries the torch of life, but occasionally the only mercy she can provide is to extinguish a dying flame. Though she is a healer, she can also use her light for destruction, an ability that only a meager few of her Arkhovian followers are capable of mastering.

BAU

◆ *Warrior of the Mace and Shield* ◆

The warrior that exalts the balance between offense and defense in battle. He created the equilibrium between combat and art that every Blackstonian warrior has in their heart. His worshippers set an example to felines across Valderia by celebrating the joys of life through music and bountiful feasts. However, don't be fooled, because Blackstonians are always ready for a fight.

ORACLE WHISPERERS

An Oracle Whisperer is a vessel that translates the Lion God's wisdom through the Oracle, which is then passed on to the felines across Valderia. Those honored with such responsibility are highly trained individuals who understand the history of Valderia as well as the mysteries of the universe.

The Oracle resides in The Gardens of Solitude, a beautiful and tranquil area where only those touched by a divine presence may enter. When the Lion God speaks through the Oracle, he is sending a message to inspire ideas, give counsel, or convey dreadful warnings. Although The Lionborne can speak directly to the Oracle, it is the Oracle Whisperer who interprets its messages.

NATHARIEN

While his origins are still unknown, the often-cloaked and mysterious elder is the Advisor to the Eramad lineage and one of only three canines known to exist in Valderia. Among the millions of citizens in Valderia, Natharien is one of the few that is able to enter the Gardens of Solitude, the holiest place in Valderia.

Every year he sets out to find young cubs worthy of training to become Battlecats in the White Marsh Islands. As Oracle Whisperer, he is the only one that can interpret the messages sent from the Lion God to the Oracle.

ORIGIN:
Unknown

WORSHIPS:
The Lion God

RIVAL:
Myrthalen

WEAPON:
Staff

ROLE:
High Cleric and Advisor to the King

Did you know?
Before Natharien met King Eramad I, no canine had ever been sighted in recorded history.

MYRTHALEN

A skilled sorceress in her own right, Myrthalen is fueled by her bitter and twisted understanding of balance. She intends to leave a dark legacy worthy of being remembered throughout time. Through her dark ambitions, she seeks to ascend and rival the power of the Gods themselves.

According to her ideals, the God of Death must consume Valderia. As cunning as she is dangerous, Myrthalen is on a path towards destruction and she intends to take Valderia down with her.

ORIGIN:
Unknown

WORSHIPS:
The Lizard God

RIVAL:
Natharien

WEAPON:
Staff

ROLE:
High Cleric and Advisor to Valadar

Did you know?
Her mission was to accompany Natharien on his journey to deliver a message to Eramad I. It was believed Natharien did not have much time left, and she would eventually replace him as the new Advisor to the Eramad lineage.

REGIONS

Equally beautiful and threatening, Valderia is a world filled with ferocious beasts, breathtaking scenery, and overflowing with history. From lush woodlands to snow covered mountains, Valderia is made up of diverse landscapes, and that same diversity is reflected in its citizens.

Before Valderia was united by King Eramad I, the felines were nothing but nomadic tribes arbitrarily battling for supremacy. Now, the felines have reached new heights, Valderia was unified under the Lion God's mandates and organized into seven regions, each with its own unique and distinguishing culture.

VALDERIA'S
MAJOR POINTS OF INTEREST

1. La Marque
2. O'kean Ruins
3. Umbranier
4. The Divide
5. The Mear
6. Skeleton Maze
7. Imperial Gate
8. White Marsh Islands

STORMHOLT

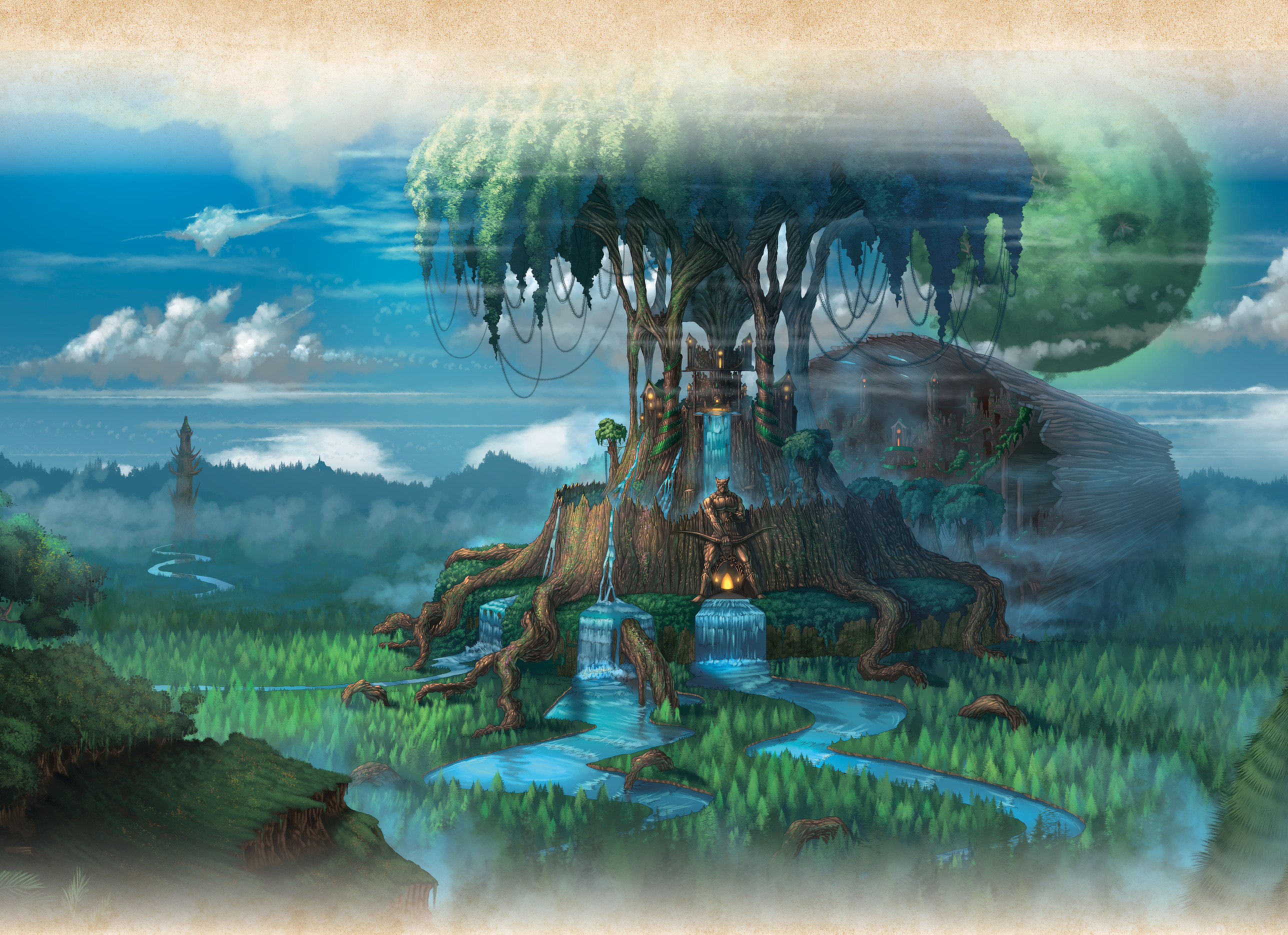
Surrounded by frigid mountains and icy peaks, Stormholt was the first territory of the Eramad dynasty. The bleak weather and treacherous terrain have made the inhabitants of Stormholt stern to the core. The felines here are among the most loyal in Valderia. Stormholtians are devout worshippers of their Moon Warrior, Zaphyra. Because of this, they favor the two-handed sword in battle.

CITIES	TOWNS	POINTS OF INTEREST
Stormholt City	*North Blade*	*La Marque*
Invermere	*The Anfil*	*Faith Gate*
	Port Gladio	*Zaphyra's Temple*
	Frost Fort	*The Temple of Virtue*

GREENSPYRE

Greenspyre is the forest region of Valderia. Its trees tower over the land and provide excellent outposts for soldiers. The felines of this region have built their homes amongst the treetops and as a result have become adept climbers as well as agile scouts. Though they excel at hand-to-hand combat, no one who worships Malvae would be caught dead without their bow.

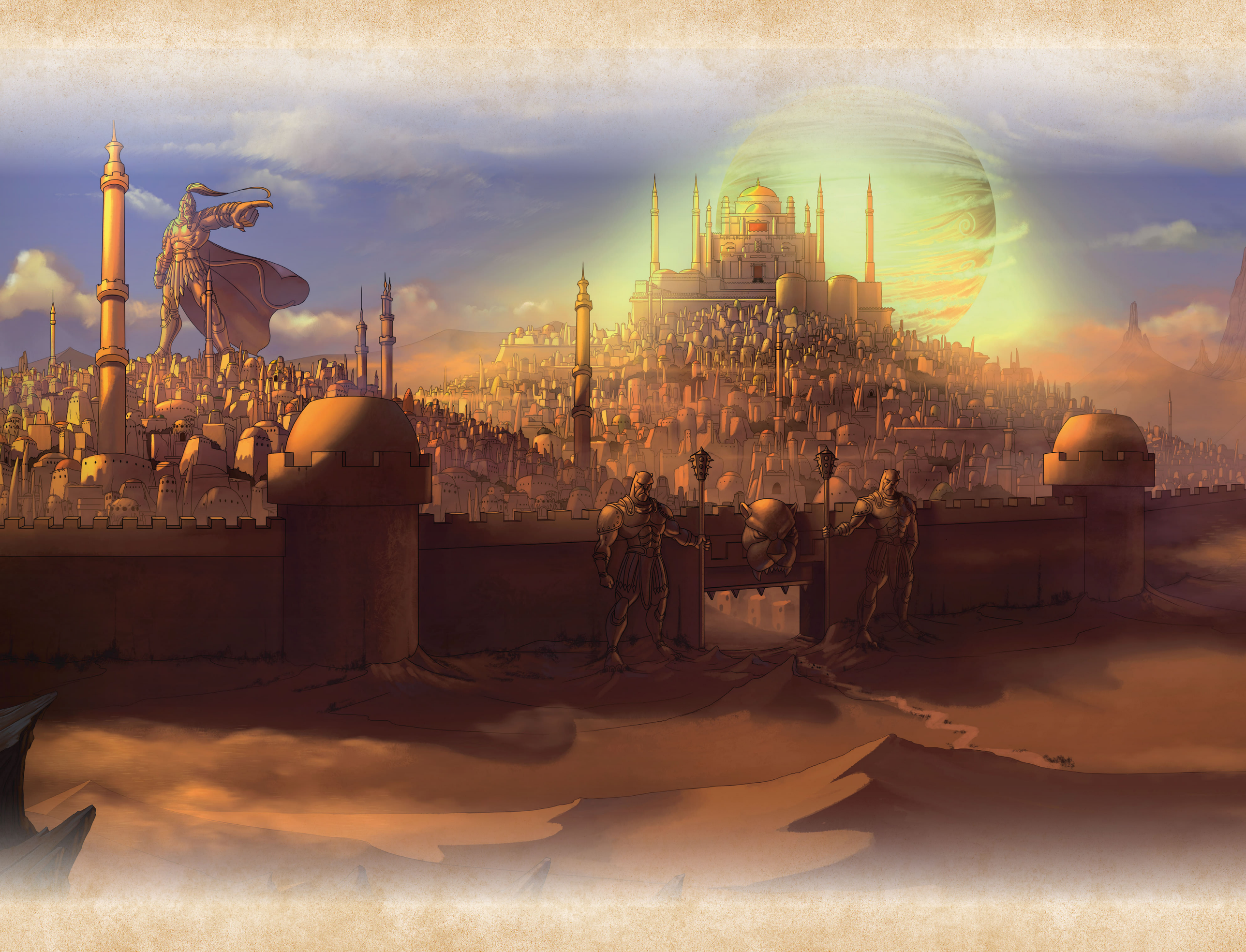
CITIES	TOWNS	POINTS OF INTEREST
Athdara	*Woodpine*	*Notch Vert*
Meerion	*Hunterian*	*Scout's Sight*
	Laurelville	*Malvae's Temple*
	Shimmerglade	*The Great Tree*
		House of Vigilance
		O'kean Ruins
		Overseer's Point



IL-SHAVAAR

The desert sands of Il-Shavaar are home to the largest felines in Valderia. Though threatening in stature, Il-Shavaarians are also the most spiritual and devout. These mostly nomadic felines all make time throughout the day to praise their Moon Warrior, Tegei. Peaceful by nature, Il-Shavaarians only resort to violence when necessary with their weapon of choice, the mighty staff hammer.

CITIES	TOWNS	POINTS OF INTEREST
Jarish	*Dellea*	*Tegei's Temple*
Amar	*Iriam*	*Emlan Temple*
	Jirah	*Jade Prisons*
	Garak	*Monastery of the Dunes*
	Oz'ran	*Hammer's Might*
	Kertar	



HEALER'S EDGE

PIOU'S RIDGE

ROVENIA

THE FREYAN

DRAUPNIR

LUNORAV

LUNO'S TEMPLE

HEALER'S OUTPOST

MALLOW'S LIGHT

RUNEHEART

SECLUDED EDGE

MORLEA

THE VEILED ISLANDS

WHITE MARSH ISLANDS

ARKHOVIA

A magical region surrounded by a mystical liquid oozing from the ground. Arkhovians have devoted themselves to the study of light magic. This attention to scholarly work has made them pacifists uninterested in any sort of combat or weaponry. However, their studies and worship of their Moon Warrior, Luno, have made them masters of healing magic, a skill needed on every battlefield.

CITIES	TOWNS	POINTS OF INTEREST
Rovenia	*Healer's Edge*	*Luno's Temple*
Lunorav	*Runeheart*	*The Freyan*
	Healer's Outpost	*Draupnir*
	Mallow's Light	*Secluded Edge*
	Morlea	*White Marsh Islands*

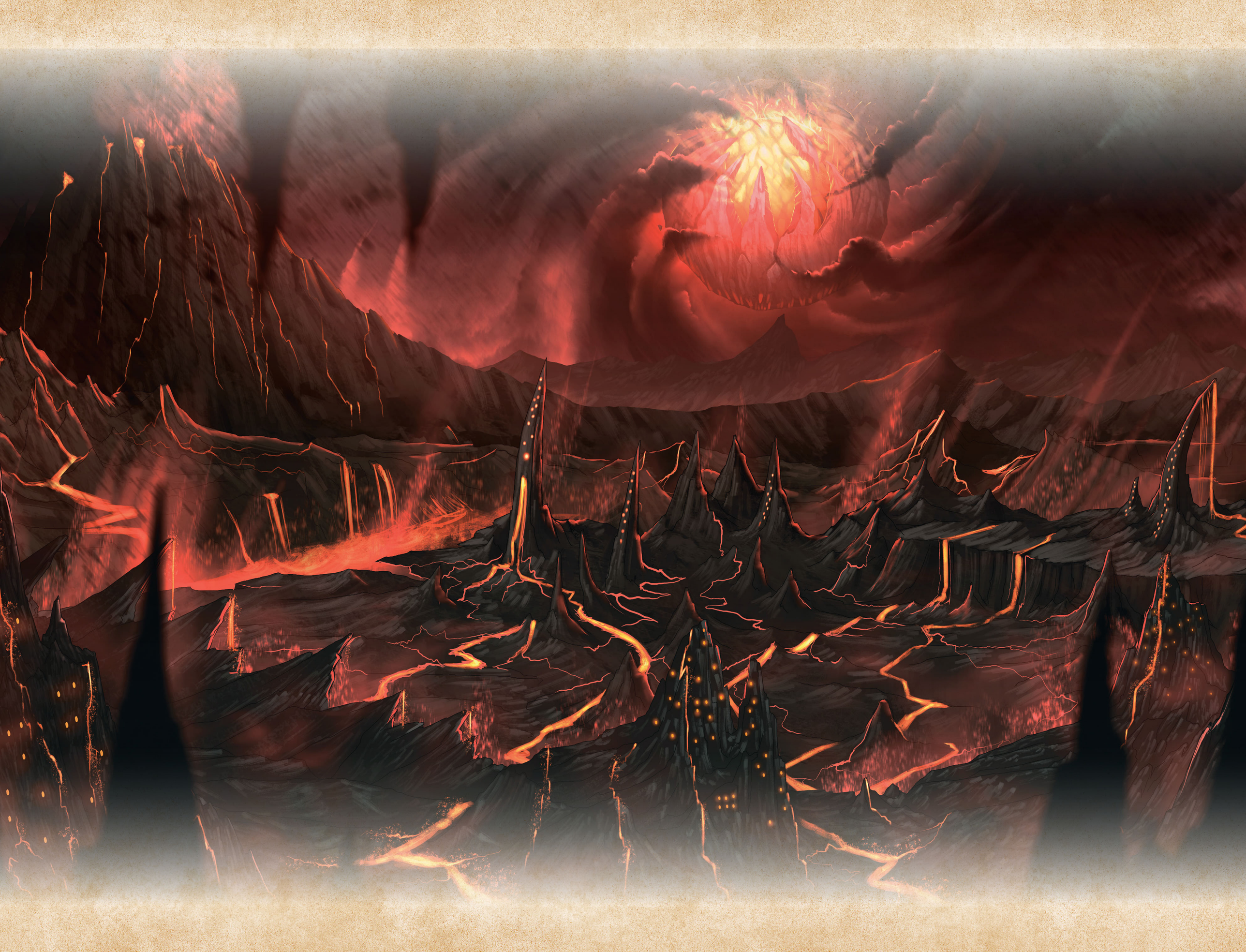
THE PRIDELANDS

Within the pridelands is the capital of Valderia and the embodiment of the Lion God's mandates, Fanghelm. With no native population, the Pridelands was created to maintain a balance of power between the different regions in Valderia, and so that King Eramad I could be closer to the Oracle. Though Eramad I died soon after its completion, felines from all corners of Valderia continue to flock to the Pridelands to honor his dream.

BLOOD CANYONS

The volcanic region of the Blood Canyons is believed to be uninhabitable, but in reality, it has become the home for any feline who opposes the Eramad dynasty. Its citizens, if you can call them that, have found a new way to survive by using the subterranean caverns to shield themselves from the magma that flows through the canyons. It is here, in the depths of the Blood Canyons, that Valadar and the Darkats practice their faith and pray to the Lizard God.

CITIES	TOWNS	POINTS OF INTEREST
Nogria	*The Claw*	*Dorkhan's Temple*
Naporia	*The Peril*	*Heart's Wrath*



OTHER CHARACTERS

ADASTRIL

Eramad III first saw his future queen during one of his crusades defending Valderia against an Umbra uprising. When their attack reached Il–Shavaar, it almost crippled the city of Dellea and left Adastril severely injured. Fast forward to current day, she is now the ideal companion and Queen to the King. She is a beautiful and capable lioness whose kindness and understanding have captured the admiration of many felines across Valderia.

Always mindful of her position within the kingdom, Adastril is constantly choosing her words carefully as to not offend any feline in Valderia. The Queen is well versed in Valderian history and usually the most informed individual in the room. One could almost mistake her for the King because of how diligently she fulfills her duties to the Crown.

ORIGIN:
Il– Shavaar

WORSHIPS:
The Lion God

RIVAL:
Those who oppose the Lion God

WEAPON:
None

ARTAIN

Little is known about Artain because he was brought up alone, completely isolated from society, in the O'kean Ruins. Everything he knows about Valderia is thanks to Natharien and the stories he tells Artain on his annual visits.

Artain possesses an advanced sense of hearing, as well as a fighting technique that no one else in Valderia is familiar with. His disposition for combat along with his extrasensory abilities are a testament to the fact that he has been struggling to survive for his entire life.

ORIGIN:
Unknown

WORSHIPS:
Unknown

RIVAL:
Unknown

WEAPON:
Unknown

RAUTAN

One of three canines that live in Valderia, Rautan has lived in the White Marsh Islands ever since Eramad I appointed him Battlecats Master Trainer. His strength and combat prowess inspire the young felines training under his watchful eye. An intense and determined canine, Rautan teaches his pupils to draw belief from the Lion God's mandates and to strive for devotion and honor during every battle.

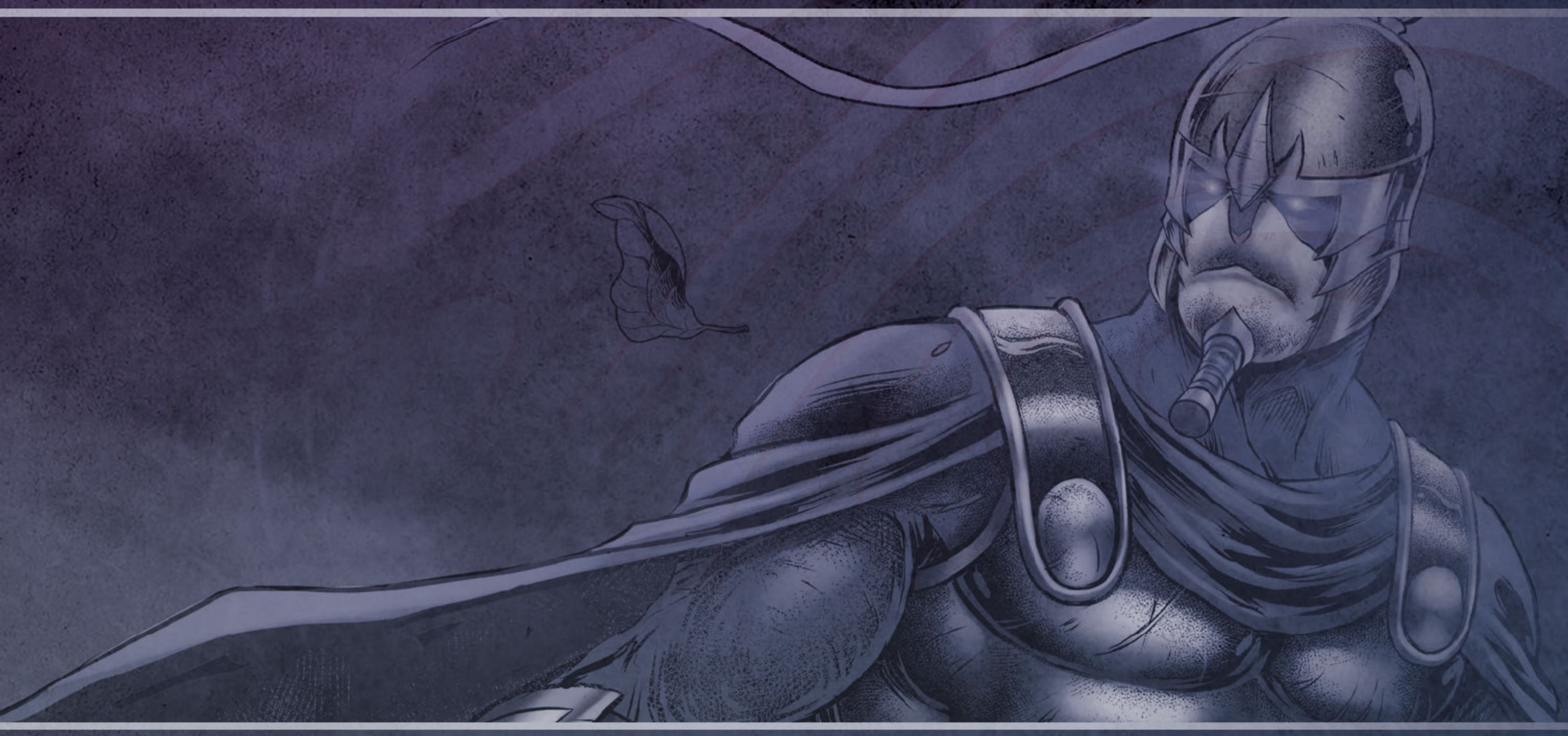
Despite his no nonsense demeanor, he treats the young felines like adopted cubs and provides them with a sense of belonging under the pressures of training. With a strict hand, he prepares them for the many threats that surround Valderia. Thanks to him, every Battlecat leaves the White Marsh Islands prepared to defend the Lion God and His mandates.

ORIGIN:
Unknown

WORSHIPS:
The Lion God

RIVAL:
Neutral

WEAPON:
The Whip of Light



Battlecats: Tales of Valderia is an anthology that sheds light on the rich history of the glorious world of Valderia. Each issue is designed to enhance the already lush characterization of some of the most important felines in the millennia since Valderia's inception.

In addition to including all four original issues of Battlecats: Tales of Valderia and the 2019 Halloween ComicFest Special with art by Mauricio Villarreal (Knights of the Golden Sun), this anthology includes never-before-seen lore, art, and characters.

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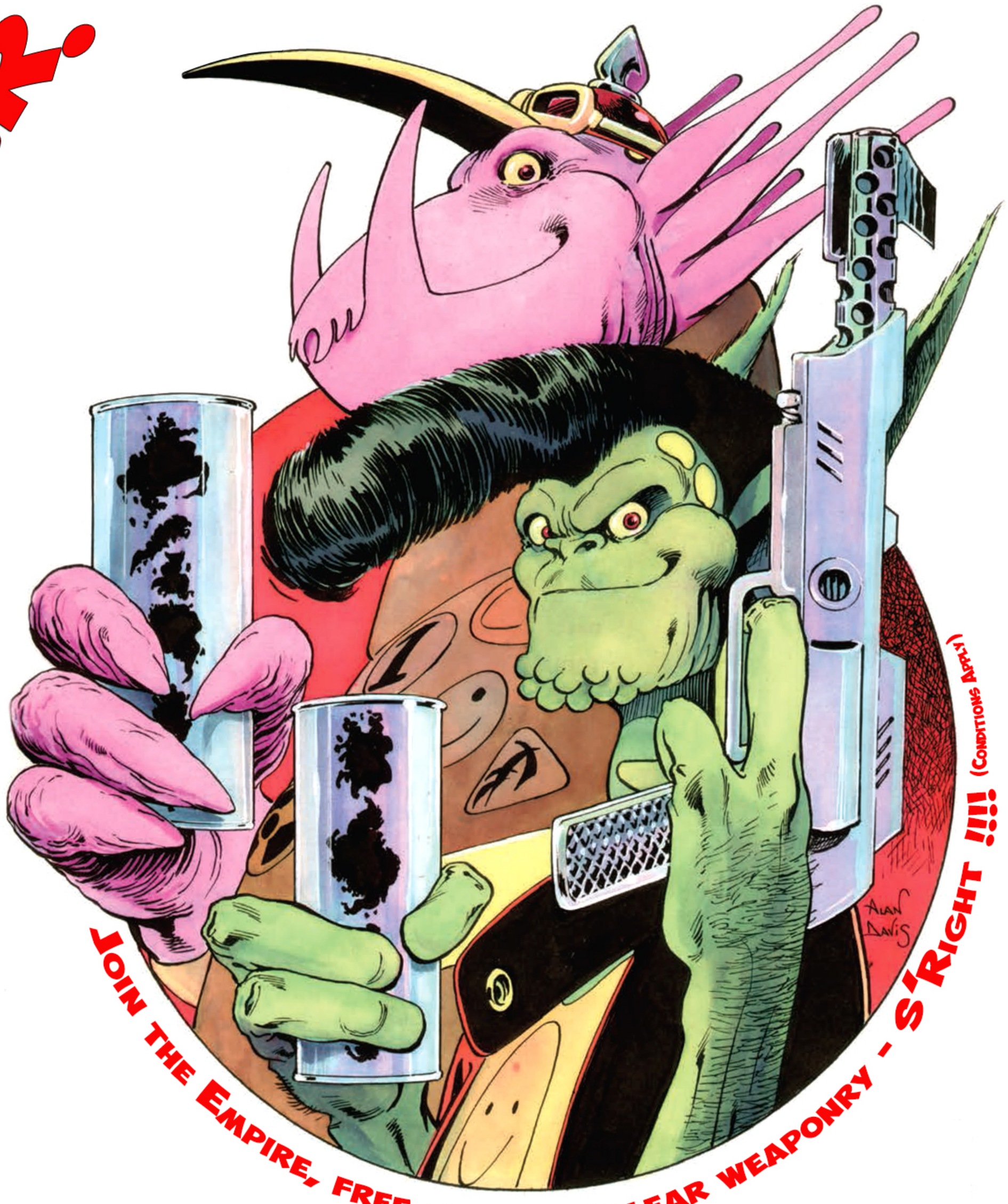

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